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WO 2007/081519 A2

GENIUS ADAPTIVE DESIGN

TABLE OF CONTENTS

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. More at LicenseItToday.Com

INTRODUCTION SECTION 1:

. Introduction Part 1: READ FIRST - Then Key Word Search Interesting Inventions Inside!

. Features – short handy version. Read this soon.

. Abbreviations – short version

. Symbols – short version

INTRODUCTION SECTION 2: Read Much Later

. Awards We Gave

. Continuous Research In Past Decades

. Search & Replace

. Abbreviations & Symbols In Detail

. Figurative Drawings: diagram codes and more

. Less Common Features

. Miscellaneous: Key words, Details on common features.

COMMON FEATURES: Moderately Described.

COMMON FEATURES: In Greater Detail. Read Later.

Access
Adapting
Analyzer (decides how to get inventions you want)
Artist (creative process)
Behavior Analyzer (adapts to user's behavior)
Balance *
Basic *
Billing (generates income)
Brain (creative process)
Camera *
Cartridge (software license upgrade)
Characters *
Compose (creative process)
Content Analyzer
Coordinator
Dance (connects to what can move)
Database
Distancer (brings client to inventions)
Editor (adapts instructions, etc)
Educator (learn to use invention)
Entertainment *
Environmental Protection is important
Exercise *
Experience (improve user's experience so they spend more)
Game (concepts for non game applications)
Guide
Icon *
Keyboard *
Locator (find about anything)
Mainframe *
Manufacturer Programs
Microphone *
Morning Alarm (can remind about anything tide to invention)

Multi-Media (optional ways to interact with inventions)
Multi-User (can adapt to each user)
Notifier (know what's happening)
Order & Timing (looks at patterns of events)
Outgoing Sound Communicator (optional speakers)
Pets *Predict (invention's future market size)
Prediction Software
Programming *
Questions (system asks user what invention characteristics are wanted)
Remote Control
Routing clients to what they seek
Screen
Seek & React (system reacts by giving invention you seek)
Sound Analyzer (voice commands)
Score (measures how well inventions adapt)
Security (catch infringers, etc.)
Sensors
Software
Sound Vision (audio visual option)
Status
Synthesizer (any sounds adapt to user preferences)
Telecommunications (stay connected with inventions)
Therapy (feel better using inventions)
Tilt (joystick)
Time & Date Stamp
Track (know how invention was used)
Users (defining people who use inventions)
Visual Analyzer (adapts based on what it sees)
Virtual Reality (futuristic...)
W5 (invention asks what happened, where, why, when & how)
Walk About (offers variations for portable uses)
Zone (see Locator section).

THE COMMON FEATURES ABOVE HAVE THEIR SUB-FEATURES IN SEPARATE FILES.

The Following Common Features Are Separated Into Multiple Files. Their Files (Sub-Features) Are Organized Alphabetically Along With The Other Features.

ADAPT:
. Introduction & Tailor
. Adaptive Inventions
. Sub Parts
. Expand
. Article
. Code Sequences for software & DNA
. Other Adaptations *

ARTIST:
. AR Intro & General
. AR IMIS
. AR IMI
. AR Write
. AR Cause
. AR Crawl
. AR Educ
. AR ReadHelp
. AR ReadHelp*
. AR Dys-Ed
. AR Dys-IMI
. AR Dys1
. AR Dys2
. AR Dys App
. Artist Misc*

GAMES Main Sub-Folder.
Includes Sub-Sub-Folders
with their files:
. Games Intro (file)

. GA LIC R: (sub-sub-folder)
-Collar Game
-Dating Game
-Dating Game Details

. GA INVENTION & PARTS:
-Guide Behavior Modify
-Tailor Communication
-Tailor Match
-UIP Emerge

. GA 3
-Predict Game Functions
-Puzzle Maze Guide
-Real Life Practice Game
-Real Time Interface

. GA 2
-Good Intentions
-Health Game
-Seek A Reaction Game

. GA 1
-Games from March 2006
-Games Other
-Games from 1990's
-Invention Game

. Game* (file)

. GAME PARTS (Features):
-UIP Sub-Part Games
-Action Points
-Parts from our 1990's Games
-Artificial Intelligence UIP
-Industry's Common Features
-RPG Plot List
-UIP Big Facets *
-UIP Input Games *
. Upgrade Other's Games

LOCATORS (GPS):

. Introduction
. 1G104 Oceanic Miscellaneous
. PS 1
. PS2
. PS Functions
. PS Zone
. PS Feature Listings
. PS Other
. PS Miscellaneous *

PETS (In Addition To Pet Door):
. Introduction
. Parts
. Sub-Parts
. Pet Door Notes (read later)
. Expand
. Patents

INVENTION DIRECTORY: They are listed in the above feature files, and below. The initial section of each invention may be easier to interpret until one may have read the entire patent application. Start today and explore by your key words.

Inventions In Following End User Categories Were Created Through Our Genius System: Chemical related for home and business use, locators, motion related, audio, pet adaptations, plastic & mechanical adaptations, telecom, jet lag reduction when lights set by alarm clock, track sea food for your safety, voice & language guide applications, etc. More in Other Files!

I Directory Inventions

J Directory Inventions

G Directory Inventions

E Directory Inventions

D Directory Inventions

C Directory Inventions

B Directory Inventions

A Directory Inventions

DETAILED TABLE OF CONTENTS FOR THE BIGGER SECTIONS ABOVE
(CONTENTS FOR SUB-SECTIONS):

The following table lists multiple sections that group different files.

In capital letters are Section names; followed in order of presentation are their file names.
. The Game Section is further divided into its sub-sections, then their individual files.
* We continue to improve the interface to this patent application, while the application itself evolves.
. Visit our site for updates to the interface and other matters at www.LicenseItToday.com.

INVENTIONS BY CATEGORY (A Small Portion Of Our Inventions)

CHEMICAL – Ties To Other Classifications:
. Introduction
. Indicator Patents
. Indicators
. Parts
. For Techies
. 7GN
. 7GQ
. 7GR
. Chemical in General – 7G

MOTION TUTOR:
. Introduction
. Body Guide
. Body *
. Claims

. Claims *
. Other
. IMI*
. For Techies
. Patents

MUSICAL;
. 5E080 A
. 5E080 B
. 9J Compose
. Audio D-J
. Audio Miscellaneous
. Trigger Toy

PLASTIC & MECHANICAL:
. 6G Plastics
. 6GE
. General Plastics

Sound Analyzer

Sports using our technology

TELECOMMUNICATIONS:
. Cell Phone Notifier
. Noise Canceling Assistance
. Keep phone ringing until you catch it.

Tools for Consumers using our technology

Toys using our technology

Travel Gadgets

Visual Analyzer

Web: A better way to send information, and prove what was deep inside.

I MISCELLANEOUS:

. 3E

. 3G

. 4E

. 4G280 Frisbee Adaptation

. 5E

. 5G

. 7G

. 9G

. Audio in General

. Cord Length Notifier

. Cord Length Research

. Invention – Motion Capture

. Jet Lag Adjuster

. Point of Sale Software

. "R" List Inventions

. Sea Food Poisoning Safety

. Voice Analyzer Pronunciation Guide

FIGURATIVE DRAWINGS

ABSTRACT

CLAIMS

. Independent Claim

. Dependent Claims: Interesting ways to search our invention directory in this pat application and updated info at LicenseItToday.com. The Genius Thinking Adaptive Design. Unity of this patent application and its posted invention directory. Access Systems.

Keyword Searching For Your Inventions Can Be A Quick Way To Discover Our Revolutionary Technologies Today

For Updates & More Visit LicenseItToday.Com

File: Intro To Pat / Intro6 Section 1

SHORT INTRODUCTION TO PATENT APPLICATION
Updates at LicenseItToday.Com

PLEASE READ!

FOR FIRST TIME READERS: First read this introductory section. Second, locate inventions by a keyword search or its ID number. Third, carefully study table of contents, then read from there.

Common features in each of the inventions view the simplified handy version. More details are in the main feature file where most abbreviations are spelled out.

First timers might ignore information preceded with a star "*", or dot dash ".-". Enjoy the interesting patent application..!

Central Product Description: The central description is laid out first by its name and often preceded by its product number, afterwards its description. Additional information on the invention is explained in the Branching section. Product ideas can be integrated with other product ideas, or developed separately.

Seeking a specific range of inventions? Now do a keyword search of this pat application. For updates and more information visit www.LicenseItToday.com. Then you can read about how our patent application is laid out.

BRANCHING OUR INVENTIONS

Branching helps explain the likely levels of importance in comprehending the central description. Concepts further down the branching are ideas, which may be merged with the central description, may be in the same or different patent application(s) from the central description's idea(s). There are many ways to branch the links between this pat applications many sections. This introduction covers a good portion of the variants.

* Reducing Space: The tree branching system greatly reduces repetitive disclosures. The simple listing for type of branching that the invention branches into: it informs the reader to find that branch section in this and related sources, for the remaining information.

* There are two sections for where the branching system is disclosed: first, the product descriptions; second the separate `Features'. Applicable `Features' supplement product descriptions.

* Software key word searches for all the data in this and referred to filings are (also) used in locating related data. Searches include: part names, product numbers, *% other data (particular words or phrases found in central description and mentioned in other parts of our filings, or *patent searches in any (US) patent database). Use our keywords found in the specifications, and specific keyword sections.

Both product descriptions, and Features, generally branch out in the following network:

BRANCH 1: The first paragraph (if any) in the central description to the invention, or common features shared by our inventions.

BRANCH 2: The additional description excluding the following OTD (Other Technical Details) (if any). Branch 1 & 2 make up the central description.

* BRANCH 3: OTD following Branch 1 & 2. Drawn diagrams with their attached descriptions in the same file, but not covered in Branch 1 or 2. * Later Read Introductory Notes which explains Branches 4, 5, 6, 7, 8, 9, etc.

Our system is more elaborate than a tree's branching. Links (branches) do in many directions, and often link back to the point where the user is in our inventive system. Links start from where ever you are interacting with the interesting system.

GENERAL INFORMATION

Discover why this application was done differently from traditional filings.

* One of the main purposes of the "Features" is to reduce research, development and manufacturing costs by using similar designs within different electronic product systems. It makes it easier to program, manufacture, market and learn to use the system's more simplified, and repeated features.

* Any one or more features mentioned in a product description might be useful. The product description includes the central description, the part(s) with their appendices, and the diagram(s).

Priority Goes To US Pat Applications:

Appl #	Our Reference #	Date Filed (Approx):
60/755291	US2101	Filed Dec 29* or 30, 2006
60/756607	_____	Filed Jan 05, 2006.
60/778313	US2400D.	Filed Mar 01, 2006
60/783018	US2404.	Filed Mar 15, 2006

60/786906	US2410.	Filed Mar 28, 2006
60/852794	US2522.	Filed Oct 18, 2006
	USAAdapts2006-12	Filed Dec 19, 2006 Filed electronically
This Appl	PCTAdapts2006-12	Filed on Dec 19, 2006 Filed in paper form

The two Dec 2006 patent filings at USPTO (US Pat & Trademark Office) have identical specifications. The applications are identical except for the application forms.

This entire patent application is may be filed with updates within three weeks for national patent application submissions in different patent offices including the European Patent Office.

File: Features Intro / IMI S 5

FEATURES – SHORT HANDY VERSION

This File Gives Basic Idea For Each Feature.

Now Key Word Search Inside, Or Browse By Subject!

ACCESS = Gain access to electronic functions with a correctly keyed in combination, etc.

ADAPT = Another term for Tailoring. See User Information Programming .

ANALYZER = Computer software analyzes how to handle situation.

AP = Application: How invention can be used.

ARTIST = Allows user to make and edit images.

ASSOCIATE = Associating similarity levels between multiple events or digitized files.

BA = Behavior Analyzer . Analyzes live behavior of people.

BALANCE = Speakers' volume adjusts according to where person sits. System uses central point for two or more people.

BILL = Billing: Charges users by amount and type of usage.

BRAIN = The Computer's brain. Combines: "Analyzer", "UIP", etc.

C = Computer. The center of the system unless otherwise described.

CAMERA / LENS = The system's eye.

CART = Cartridges to be inserted into system. Frequently contains useful software / databases.

CLAP = Clapper. Each combination of claps controls a different function. Allows user to control invention without touching.

COMMUNICATE = When any two or more people, animals or devices communicate with each other in any way.

COMPOSITION * = Electronic Music Composition: Another variation of product can also be used to create interesting music.

CA / CONTENT ANALYZER = Analyzes the physical, or database contents.

COORDINATOR = Coordinates different Features of system.

CUSTOMIZE = See our Adapt feature.

D = Diagram. This symbol often precedes diagrams.

DANCE * = Body movement generates sounds.

DATE = Internal clock, calendar, clock alarm notifier.

DB = Data Base

DISPLAY / S = Screen.

DISTANCER ™ = Signals whenever any two parts separate or come together. Signals via radio waves if separation is more or less than programmable distance. See other registered file on distancer for details. Distancer ™

EDIT = sw ('software) edits / screens out data before it reaches the user.

EDUC * = Educational: teaches interesting skills. Replaces human instructor.

EGH = Education Gets Harder ™ Adjusts to user's proficiency.

ENTERTAIN = Also used as form of entertainment.

ENVIRONMENTAL PROTECTION / E.P. = ['Customizes] EP friendliness!

EXERCISE = Also used as form of exercise.

FX = Fax transmissions.

GAME = Also used as an abstract form of a game.

GPS = Global Positioning System.

GUIDE ™ = An instructor. Suggests how user might proceed. System guides user so they can better use system. Guide ™

INTERACT / INTERACTIVE = System interacts with user.

K = Key in. User manually commands system, keys in command or data, etc.

KN = Invention by Steven K a y s.

LICENSEE = User who uses invention.

LOCATOR * = Shows location.

M / MFH = Mainframe computer hookup option for more complex tasks.

MIC / MICROPHONE = Microphone

MM = Multi Media.

MO = Modem

MOOD = User's mood.

MORNING = Morning alarm.

MOUSE = Computer mouse.

MP = Manufacturer programs.

MQ = Machine asks user questions to obtain information so system can better serve user.

MULTI-USER = System is specially designed for multiple users.

N = Product. Can also be an invention from S t e v e n K a y s .

NOTIFIER = User is notified on the status of any situation.

ORDER & TIMING / O & T = System reacts to the order and timing of external events.

OSC = Outgoing Sound Communicator . Signals user when a function within the device occurred.

OTD = Other Technical Details. For Techies.

PD = Positioning Device . Portable unit, which broadcasts its location to the Positioning System.

PR = Program (software)

PREDICT = System predicts what will occur, or what user wants.

PS = Positioning System . Identifies the position of the PD (Positioning Device) via its airwaves broadcast.

PS-ZONE = System reacts according to the location of element in question. Positioning System Zone

Q = User / System ask each other questions. Helps each better understand each other.

R = Remote Control

RC = Receiver

REACT = System reacts to occurrence as programmed.

ROUTE / ROUTER = Sys routes User / other (part of) sys to designated point / program. A type of "Editor".

S = Computer screen.

SCORE = The status of situation and or user's performance.

SENSOR = Sensor. Senses via many means.

S&R / SEEK & REACT = System seeks designated occurrences, which intern causes a reaction which responds accordingly.

SA / SOUND ANALYZER = Analyzes type sound. Not important.

SOUND VISUAL ANALYZER = Converts sounds to visual effects; or conversely converts visual effects to sounds. It's "Visual Analyzer" & "Mic" interprets images into data: words describing what it sees/hears; other codes sys ("brain") can use to process ("brain") images/sounds.

SPEECH = System talks to user.

SP TEL = Speaker telephone.

STATUS = System shows the status of situation.

STEREO = Stereo

SW = Software

SYNTH = Sound synthesizer.

TAG = A user, or file, or other part is labeled in some manner. Details are covered by the Tracker feature, which relies on Tags.

TAILOR ™ = System tailors itself to better function for designated purposes. This is also called 'Adapt, 'Customize, and 'User Information Programming .

TDS * = Time Date Stamp.

T / TEL = Telephone.

TGH = Therapy Gets Harder . As user's ability increases, system matches user's newer skills.

TILT = Devices are controlled by how the stick is tilted. Each tilt position represents a different function.

TR = Transmission/receiving via airwaves & or wire.

TRACK / TRACKER = Sys tracks or monitors actions of user, or system.

TRAITS = The traits of the user. User Info Programming adjusts inventions to the user's traits.

U = User. Person or other party licensed to use the features.

UIP ™ + = User Information Programming . System adapts to user's unique needs by collecting information about them. Also called: 'Adapt, 'Customize, 'Tailor.

UK = See "K".

UQ = User can ask invention questions.

VIBRATION = Vibration generated by device for specific reasons, eg: entertainment; notifier; form of communication based on type of vibration.

VA ™ / VISUAL ANALYZER * = Alerts when camera sees a change in its view. Not important.

VR / VIRTUAL REALITY * = Future use with virtual reality technology possible. Less important now.

WA = Walk About . Portable unit. Also interacts w (with) user via speakers.

W5 ™ = When / Where / How / Why / What

ZONE = A certain area with defined boundaries. The area is also dealt w/ according to its distance from point of perspective.

Each Feature Is Explained In More Detail Throughout Patent Application

Abbreviations & Symbols – short list

File / Feature Intro / Abb-Sym Short 4

COMMONLY USED ABBREVIATIONS & SYMBOLS

With Simplified Explanations.

Read Expanded & Detailed List In Its Main Section.

ABBREVIATIONS – COMMONLY USED

`D' = Figurative Drawing, Diagram.

`El' = Electronic / *Electrical

`Exists' = The particular function described exists and is designed to compliment the product's other functions.

`Fq" = Frequency: transmission frequency via wireless or wire. Eg: digitized electrical signals / codes; infrared; radio frequencies [RF]; sound (for transmission purpose).

`IMI' = See Features (Parts) File.

`KN' = Invention.

`KW' = Key words to find related features in this application, patent database, etc.

`Misc' = Miscellaneous

`N' = Existing product on market, or confidential invention.

`Obvious' = The simple version of what's described may or may not be (fully) patentable.

`OP' = Option(s).

'OTD' = Other technical details. Read its section later. Or for techies.

`PL' / `Plastic' / `PVC' = Product constructed of PVC / other petroleum by product.

"SW" = Software

`Sys' = Electronic system.

'U = User (s)

`Ver' = Version.

`W' = With.

`WO' = `Without

"Zones" = Designated locations. See "PS-Zones".

SYMBOLS SECTION

`-' = The following description is the beginning of a new section describing the product.

`--' = The following is the sub-section of the previous section describing the product.

`*' = This item may be less important to the central over-all product concept.

`.-' or `-.' = The same meaning as `*' and `-'. The `.-' is however only used to begin a new section describing the product.

`..-' is lower in the branching, hence equal to **. Started using `-.' instead of `.-' in Aug 96. This is virtually not used, and usage of this form might be an error signifying a period as well.

`...' = Etc. Or the previous concepts can be one or more of the examples for the said product idea(s). This symbol is normally three, yet up to five dots.

`=' `->' `>'* = When used in the product descriptions it designates the lines between parts of a diagram. The presence of one of these symbols shows the data is an actual diagram; hence no need to write `diagram'. `->' & `>' are same, and opposite of <-, <. They designate direction of signals, `=' allows one or two way signal transmission (<- and or ->).

`+' = One of the more important aspects.

`%' = This function significantly expands the product idea beyond the basic concept. It might also be too "far out" to be feasible.

`( )' or '[ ]' = Shows one or more of the multiple possible examples. One can keep or retain what is in the parentheses.

Includes a limited list of possibilities.

`/' or `\' = Means `And Or'. For example A/B means, A and or B applies to the scenario.

`~' = Same as `/' or `\' except a line is also drawn between the parts when this wavy line symbol is used.

`:' = information following the colon represents one or more of the possible manifestations.

File: Intro To Pat / List Awards

TOP AWARDS ARE GIVEN TO THE FOLLOWING PEOPLE:

The following people from around the world are awarded high honors for their creative contribution to this patent application. Awards have been given since the 1980's for people's creative contribution to this patent application. The Award Recipients are for:

T Acevedo

A Akiyama

R Akui

P Akuna

A Alexander

S Alten
A Ayama
S Bazhinev
D Beach
F Bellet
R Bigham
A Bloom
B Bock
G Boissiere
A Borg
V Borisovich
C Buhler
B Burns
D Callister
S Canfield
I Chenevey
M Chism
J Conca
H Contrino
A Cook
V Davidenko
B Demars
S Edwards
D Farr
A Fedorov
D Froseth
M Fuji
V Galakhov
O Galianova
S Gaisenyuk
A Giustino
S Golder
S Grinko
E Hauglan
D Heller
C Herlon
R Hollstein

H Kim
B Kornilov
A Kravitz
A Krilov
T Kwon
B Lantum
D Lee
D Lemmon
A Leshenko
V Lenivenko
C Macone
S Manzo
C Mason
J Mezzeera
B Nolta
A Nazarenko
K Nooruddin
F Pavez
A Procopenco
K Ramirez
S Richmond
C Rojoy
I Rubin
M Sanem
E Savage
M Scinto
S Senn
R Simon
B Smith
M Stamos
H Tanabe
K Thompson
O Tsibin
V Villaneueva
R Weiss
B White
H Young

More Awards Are Being Given Next Year

File: Intro To Patent / Continuity of R&D

OUR REAL LIFE RESEARCH ON ASPECTS OF THIS APPLICATION SINCE *
Read This Section Much Later

This Also Signifies Our Continuity In Researching This Patent Application. It Includes Real Life Research in Applying the Invention Concepts. In the US, Patentable Rights can begin at idea conception, even prior to the patent filing date as required in all other countries except the Philippines. Research Examples:

OVER VIEW: OUR RESEARCH SUBJECT MATTER

. Government security in: border check points when entering/exiting buildings to country borders, transportation: 'access, 'behavior analyzer.
. Adapting to cultural behaviors in Japan, Europe plus Former Soviet Union, US, Mexico, Canada, etc.
. Promoting the business incubator
. Researching the functions of: commercial and related (residential real estate), office business centers (executive suites), business incubators (funded by government and/or private sources). Many sources/organizations on the internet: OfficeBusinessCenters.Com, Technology.Gov, WorldBank.Org, Bio.Org, Jetro.Go.Jp, *NewEnergyFinance.Com, EmIncubation.Co.UK
. Government: 'BA for government employees (located regionally and elsewhere); citizens and voters; expressing views publicly and through government channels (for needed improvements and/or problem identification). Problems with self interest of power players that does not on average elevate needed benefits/improvements for the (regional) citizenry.
. 'Environmental Protection: recycling; generating/saving energy. 'Track via 'VA, 'SA, 'BA.
. Certain organizations obstruct the development of business incubators. This helped our researching and/or improving the business incubator concept and its process [even if final results didn't appear totally novel.]
. Researching the creative thought process. 'Adapting ideas, features, services to: culturally bound thought patterns (purchase decisions that aren't all economically based [as determined by 'ba]). This requires extra 'tailoring, since the role business economics plays in client thought patterns more easily transcends cultural lines.

. How professors (of engineering and the arts), engineers, artists and consumers behaved, in and out of their research behavior patterns.

. People's 'reactions to our confidential invention(s).

. Simplicity of 'Interface: how to present matters in simplified 'edited format. Which features should be first be explained (in abstract), (so users can be 'guided to appreciating/using other 'linked/'associated features/services). 'Interfaces for: Business Incubator; Selling/Leasing commercial/residential real estate around the world; explaining our inventions; Helping people enhance/'analyze their creative thinking process; Importance of (job) labels/titles; Screening applicants ['access tests using ('ba)], etc.

. Cost effectiveness:

-Unity: consolidating needs from 'multi-users, then 'tailoring services for their common/average needs saves costs, e.g.: incubator type features. One service becomes tied to other features offered [unity of invention], even due to proximity of client/feature, how one need links to other needs (upon client being 'guided), familiarity of [human] interface, more..!

-Cheaper to research live human actions, than build prototypes. Our inventions are also modeled/'associated with [our business] human/economic transactions [resulting in revenue generation] from the research process / release of future inventions.

. Confidential matters explored, a portion are disclosed here.

RELEVANCY TO (BUSINESS INCUBATOR AND/OR INVENTION) FEATURES:

ACCESS = Police, ADT, Sonitrol and other US based security company services were researched. Behaviors of people correctly 'accessing building security system, and properly exiting the security 'zones. 'Guiding people in the 'access methods.

. Restricting 'access based on: 'behavior analyzer (background checks); 'time date stamp; privilege to 'access 'designated 'zones.

. Passwords to use devices (copiers). 'Tracking usage, and 'associating this with revenues, and generating longer term clients (extended licenses). Cheaper fees per copies made makes clients happier as this is a frequent point of 'interaction for clients. This makes frequented 'interactions more affordable, and thereby increases the amount of client satisfaction. Revenues from fixed, less auxiliary services (office space leases) might generate more income. When a feature is less reliable (copiers) consider charging less for it (until the invention feature is improved).

. Our pet door foot cleaner tied to people tracking dirt into building because they failed to spend enough time using floor mat.

ADAPT ™ = Matching business to business (B2B) services to customer needs, e.g.: phone answering (services); giving 'access and 'ba related services (at the receptionist desk). 'Reacting to people/companies taking improper advantage of our 'tailored services.

. Communicating with people via alternative behavioral patterns, designed to get 'designated 'reactions. 'Seeking their interest by offering 'designated 'interfaces.
. Tackling deception in others: 'tracking their behavior without their knowledge; 'educating them and others via the 'order & timing of my behavior that I won't budge when they think it will be cheaper for me to do what they want. Establishing my consistency in not putting up with fraudulent practices had a 'predicted benefit in having fewer conflicts (infringements).
. Making our business and other services more 'accessible via 'tailored 'guidance, e.g. few understood the business incubator's services, nor our methods for increasing the inventive creative abilities in people.

ANALYZER = Giving 'access: relying on security system data/'tracking to improve 'access system [by limiting 'access privileges to parties with improper [access related] behavior.

ARTIST = 'BA showing views people have of art. How 'artists / art creates 'designated 'moods, and effects people's behaviors [as reflected in 'BA].

ASSOCIATE ™ = Associations clients/employees can make/link with what they see/hear/read ['va, 'sa, 'editing, 'ba]. Which links/'associations led to sales or using of services [use/license services and/or physical space rentals that were 'adapted by 'W5.

BA = Landlord behavior: how they exchange 'access for 'billing income, balanced with risk 'analysis [based on security (background search, 'ba), 'predicted client ['licensee] behavior.

BILL = 'Track 'accessing of features in [monthly] invoicing. Which features were used 'W5, and willingness for clients to pay, regardless of how they 'associated a cost/benefit ratio. Some services are so important but people were less willing to pay for them [for 'ba showed such were expected rights for their 'access 'license]. How different business incubators 'analyzed / 'tracked this situation for greater 'billing revenue, and client ['royalty] income.
. Billing 'software, eg: Excel software.

CAMERA / LENS = 'access, 'ba, 'va. Security camera research.

CART = Digital flash card [with 'image] for [color copier / compute].

CLAP = Lights / 'access [restriction] features activated. Knowing people are building based on sounds in hallway, etc. With sounds, lights are left on.

COMMUNICATE = 'Telephony. 'Adapted our phone answering service to clients. Our marketing 'adapted to local behaviors and business styles.

COORDINATOR = Client needs with available services and building facilities.

DANCE * = Which body movements (of receptionist) generate 'predicted 'reactions in 'licensees, eg: greater pleasure ('entertainment), curiosity (interest in buying/'accesing other features) to continue the positive experience. Ergonomics (not hurt one's back, or fall).

DB = 'Tracking 'billable usage. 'Accessing database to: 'analyze 'W5 is using features, so we can: increase client satisfaction -> client retention (longer licenses) / greater monthly 'billings.

DISTANCER ™ = Not loosing items. Keeping things where they belong. Tying pens to clipboard. Theft reduction.

ENTERTAIN = 'W5 'entertainment generates greater [long term] 'billing.

ENVIRONMENTAL PROTECTION / E.P. = Electrical consumption by [fixed] devices like lighting, HVAC [heating ventilation and air conditioning], personal 'computers, electronic 'gadgets.
. Difficulties getting people to recycle their wastes, and having them picked up with a better 'interface for [tenants]. 'Tracking, 'BA, 'Access ['W5 for pick ups; shredding documents].

EXERCISE = Devices [tenants] could want. Stairway = built in tread master [behavioral resistance to walking up a single flight of stairs despite health benefits]. ADA [American Disabilities Act]. Office gym installation(s).

GAME = Visitors in reception area playing [video / non electronic] 'games. 'W5 they are played.

GPS = Who did W5.

GUIDE = Clients learn more available features after they started 'licensing something. Too much information about available features contradicts invention's desire for simpler 'interface.
. Trusting / learning to use one function, can naturally lead to client's interest/open-ness to learning about other less or [un]related features, eg: [color] copier functions get complicated requiring 'EGH.
. Friendly / Honest 'interface create synergistic effect in: clients trust more when provider is [user] friendly; user friendliness helps create trust. Tricky behavior [to maximize short term profits] hurts long term 'billings in many ways, eg: clients speak with each other. Clients 'analyze / 'ba the services/invention features.

INTERACTIVE = the more the better. Live versus automated phone attendants.

LICENSEE / LICENSOR = Client and Landlord behavior ['ba]. How they maximize/minimize, monetary income/expenditures/royalty fees. 'W5 something is licensed/used. 'W5 licensee/licensors don't act in their best financial interests [due to failure to see all the (linked/'associated) benefits]. What behaviors/perceptions ('ba, 'associations, 'editing) cloud/effect judgment (business decision making 'analysis).

LOCATOR * = know 'W5 clients (tenants) are: helps connect incoming [screened] telephone callers to our clients. 'Tracking client quickens the phone 'connection in terms of: quickening the 'connection / being able to make the 'link (hard to do if the designated person and/or wanted feature can't be found/connected to).

MIC / MICROPHONE = Security system's 'VA.
. 'BA of [receptionist on phone] shows what actions create greater 'billings.
. 'VA is form of 'access control: can visitor / potential client be trusted? 'Predicting future 'billings [how much they will spend].
MM = Power point. Putting printer onto networks [for those with 'access]. Simplifying 'interfaces can also reduce income [fewer people able to access complicated printer network] generates less 'billings, but less frustrated clients. Frustrated clients might be shorter term.

NOTIFIER = Improper 'access [usage] 'tracked by employees/security systems.

PREDICT = client's [unstated] needs, and length of remaining a client. Study their credit history, and use our 'behavior analyzer related process.

Q = know 'W5 questions to ask

ROUTE / ROUTER = direct prospective clients to the services we 'predict they need; or even to other organizations based on their behavior profile.

S&R / SEEK & REACT = how we and/or clients 'seek and 'react to each other.
SYNTH = which voice tonalities 'W5 had 'predictable 'reactions in listeners/users.
T / TEL = business incubator phone system features recommended by OBCAI
TGH = methods to increase creative thinking (in conceiving inventions) got harder.
TRAITS = of clients.
UQ = common questions & answers
VIBRATION = 'track 'W5 people are walking [in building] [for 'ba]. What features are used 'W5.
VA = 'tracking business activity / [incubator employees] 'analyzing client behavior = 'tailor features/services.

W5 ™ = usage patterns for 'billable services

ZONE = Real estate property rights. Greater usage of certain 'zones in building create a behavior pattern of users; whereby we 'react by 'adapting ourselves to their needs accordingly, e.g.: location of our services, equipment, etc.

Much More..!

File: Intro To Pat / Search & Replace

SEARCH & REPLACE TEXT FOR THE PAT APPLICATIONS VARIATIONS

Important Simplified & Detailed Versions of this Patent Application

CHOOSE THE VERSION NEEDED

For Updates & More Info Visit www.LicenseItToday.com Or call California Headquarters 1-707-428-5000

This File Shows Search & Replace Features That Can and/or Have Been Conducted On This Pat Application. To condense the application while providing instruction, search and replace has been conducted in different manners throughout.

New Paragraphs:

-Replace two returns (carriage returns) with a carriage return then a tab. This results in omitting empty lines between paragraphs (as in the original text version). The indentation starting on the left margin eases readability. This is better than omitting all carriage returns, even if a symbol were used to designate where a new paragraph starts.

Abbreviating Terms in General:

. You might convert most of the common words in application.

. Choose the 100 to *10,000+ most commonly used words like "and" converted to "&".

. Published patent application should/can have a link to our website that could give the entire content with and/or without abbreviation – as a courtesy. We want people to get easy access to this patent applications contents.

. Translating text into other languages. Adapt whats translated

. The earlier parts of the patent application use fewer abbreviations. This helps in learning and comprehension.

. Files with fewer abbreviations, hence good starting points to learn our system: the Main Features file, Access Features.

. To condense and simplify the required reading of this entire patent application; this pat application, singular terms were often used, while omitting word suffix variations showing plurality, past or present tense, and other grammatical structures. Hence seeing a singular term such as "feature" implies the plural "features" can apply.

Links:

Alternative features can be inserted (by our software) where there are links. Each feature has links to many other features and their sub-features. These links are shown in various ways. They include:

. Terms in brackets (like such) or [like this].

. What follows drawings containing single equal signs [lines between parts in our drawings], or colons can achieve the same purpose.

-Empty (open space) in brackets, or after these mentioned equal signs and colons show where specifications can be inserted. Examples are found throughout this application. Remember empty spaces aren't needed to show the link's presence.

Miscellaneous Pointers on Adapting This Text:

. Spell out at least the full word, with or without extra words describing the feature. It can be a few extra words to more than a paragraph.

. The full description for an invention with its many adaptations might exceed 1,000;000 pages. This HIGHLY IMPORTANT point naturally is because:

-The links made from a feature (step 1) go to many other pages (step 2). The links in step 2 go to many of their pages (step 3). Step 3 links to Step 4, 4 to 5, and so forth. Many of the links make a full circle back to the feature in step 1, via divergent paths. The pat applications introduction has details.

. Use text editing software like Word for Windows or Apple; online programs; do it in your (readers) head; handwrite changes; etc. Save each variation incase one version is better adapted.

Changes That Have Been Made In Portions Of This Pat Application: Correct and or alter the grammar. Correct miss-spellings. Capitalize Headings: New inventions, and new topics.

Search Strategies:

. Search strategies are not normally included in patent applications. They can be used to seek inventions in this application and/or databases of other patents. While one alternative of this patent application is not disclosing them, we wish to: 1. Show additional examples for how related patents can be found, despite the limited nature of the suggested strategies. This further shows related embodiments to better understand the inventions. 2. Be user friendly, without requiring the user to be creative in conceiving good key words.

See the Abbreviations Section For More Examples. Arrows show what a term can be made into or from. You can reverse the arrows, e.g. "with" → "w/" in enough to show that "w/" can be expanded into the word "with" w/o (without) having another arrow going the other way. Arrows adapted this section in making it easier for more (not all) people to understand (and contemplate).

Specific Terms That Can or Have Been Edited In This Application:

. and → &. & → and

. ao → /. ao → &or. &or → and or

. OTD → Other Techie Details, or Other Technical Details, or For Techies (omit any carriage return after it)

. Footnotes → . For Techies

Lengthen:

. w → w/. w/ → with

. wo → w/o. w/o → without

. optional → optional/alternative

. U → User

. D: → Drawing. . D → Figurative Drawing. . D → Diagram

Commonly Used Terms: Abbreviations & Expansions used are listed on their same lines:

`D, Diagram, Drawing, Figurative Drawing. Often followed by colons.

`El, Electronic

`Fq, Frequency – the electrical type.

`IMI, Feature, Part, and maybe Function

`KN, N, Invention. Often followed by colons.

`KW, Key words. Often followed by colons.

.'Nr, Notifier, Alerts

`Misc, Miscellaneous

`Obvious, Exists

OTD, Other technical details, For Techies, Read later. Often followed by colons.

SW , Software

`Sys = Electronic system.

U, User (s), Person

`W, W/, With.

`WO, W/O, Without

Abbreviated:

. approximate(ly) → approx

. average → av

. especially → esp

. experiment → exp

. laboratory → lab

. maximum → max

. month → mo
. negative (ly) → neg
. positive (ly) → pos
. separate (ly) → sep
. separated → sepd
. standard → std
. technical(ly) → tech
. volume → vol

Features (Parts) Samples Abbreviated:
. communicate(s) / communicated / communicating → comm
. computer(ized) → c
. coordinate → coord
. invention or product → N or KN
. notifier / notify / notifie(s/d) → nr
. OTD → For Techies (either label reduces confusing non technical people)
. Remote Control → R [not research]
. Software → SW
. Sound Analyzer → SA
. Telephone → Tel
. Visual Analyzer → VA

Alter Invention Descriptions (Specifications):
. Small → Adapted Size
. Obvious → Exists?
. Fast → Adapted slow speed
. More → Fewer. Quantity → Adapted quantity
. Optional → Important (Aspect)
. Expensive → Adapted to fit budget
. Exclude → Include
. Seek → Sought
. Find → Found

* Other Methods:
. Labeling the last line of each file, before they are consolidated into an application:
Ends File: _____ = Concludes This File: _____. Note, all information and functions are found by accessing (with permission) all links tied to what the user wishes.

. Zip text (to reduce memory requirements by putting it into a zip file). Zip via manners that change the memory required, with or without text changes.

. Replace words to something a person may not understand to: keep out of hands of (children), people not educated in applicable methods, security, etc. Maybe keep the change codes elsewhere.

* Free Open Space:

. Reducing Empty Lines: Convert all multiple empty lines from 3 on up down to 2 empty lines, eg: convert four carriage returns to two carriage returns, then word downward to three carriage returns into two carriage returns. Convert two carriage returns into a carriage return followed by a small tab.

* Precedes less important material beginning with either * or .- or .—. Have a uniform code.

-Reduce two (or more) empty spaces in or between sentences, to (a single space).

-In the (original) text, new subjects often start at the left margin, on a new line with a dot, dash, or double dash.

--+ A tiny circle might represent where one point or sub-point ends and a new point or sub-point starts. Or a 1 precedes a dash, and a 2 precedes a double dash. The idea is that the lower the number the further down the chain of broadness.

. Replace two empty spaces between words to one space.

. Replace empty lines with less space, (but more than whats found between other lines).

. Space before new sub-points. Alternatives:

--the shown example: paragraph's sub-point is a dot. Dot's sub-point a dash. A dash's sub-point double dashes. Details in intro.

--insert a tab (within same line as preceding sentence)

--code number for each new sub-point, eg: dot = 1, dash = 2, double dash = 3...

--sentences preceding sub-points may not have periods at their end.

Consider Not Searching & Replacing Designated Sections, e.g.:

. Reducing open space in pages with columns, e.g.: tables of contents; lists of people receiving our awards. Figurative Drawings (diagrams) using linear dots.

. Figure Drawings which usually are already very condensed using our special method we claim.

The best way to experience this patent application is imagining how the entire system will operate. A real model is best as inventions and their features can be in one or more clicks (links) away, depending on where in the system you are at the time.

Concludes This Search & Replace Section

File / Feature Intro / Abb-Sym 4

ABBREVIATIONS, SYMBOLS & RARELY USED FEATURES: In Detail

ABBREVIATIONS SECTION

`B' = This old symbol was changed to `N'.

`Basic Idea' = The full descriptions for each product number. Includes: central description and all its branches.

`Branching' = Tree Branching helps explain the likely levels of importance in comprehending the central description.

`Central Description' = The written description following each product number's main listing. It is the central part of the branching system.
.-This excludes the product number's OTD – Other Technical Details section; but includes: aspects with any symbol (except %), and the parts, used in the central description up to one branch.

`Code' = See `Parts', or * `Parts File'.

`Creative Shell' = Any additional product features provided by other parties beyond the scope of the basic idea.

`D' = Diagram / Telephone*. Eg: D1 is diagram #1, D2 is diagram #2. D1 and D2, if in the same general section, should normally be related for the same and or separate products.

`Dev' = Develop, **development, %developer

`Dir" = Directory: of Kays' inventions. The first two spaces of a product number have a letter which shows from which directory the product file is from, eg: 1B-050-022004 -> B. Sample letter categories A, B, C, D, E...

`Eg' = the following examples are only one or more of the possible examples. Same as: `^', `etc', `...'

`El' = Electronic / *Electrical

`Etc' = the previous concepts can be one or more of the examples for the said product idea(s). Is not a complete list. Same as: `^', `eg', `...'

`Exists' = The particular function described exists and is designed to compliment the product's other functions. Omission of `exists' from any description never implies it is a unique feature.

`Fq" = Frequency: transmission frequency via wireless or wire. Eg: digitized electrical signals / codes; infrared; radio frequencies [RF]; sound (for transmission purpose).

`IMI' = See `Parts File'.

'IOW' = In Other Words. The information might be reworded, with or without new dimensions.

`KN' = Mr. Kays' invention. One or more inventions he conceived.

`KW' = Key words. Usually used for software key word searches, eg: to locate files related to designated key words. % These key words mentioned might also be used for electronic patent searches of worldwide databases to expand invention (applications).

`Letter Category' = See `Dir': Directory.

`Letter Sub-Category' = The letter category has products from each of its files divided into separate sub-categories. Eg: letter category D has letter sub-categories: DE, DG, DI.

`Misc' = Miscellaneous

`N' = Existing product on market, and or KN.
-definition up to about 1995: product number; one of Steven Kays' aspects of invention; any product preceded by a product number'; product parts are products too; * `Product Specification Codes Appendix - US Patent Numbers For Each Code'

`Obvious' = This has some chance of being obvious just in its simple form. Obvious can mean not patentable due to being too similar to other products. The fact that this term was used does not say in any way functions with this statement are more or less likely to be obvious.

'OTD' = Other technical details.

`OP' / Optional = Option(s). Important: this term is used to help clarify descriptions, and/or offer alternatives. An optional element does not in itself suggest that if used, it is instead of something else. Each feature/aspect as described is a variation even when such is not mentioned.

'Organism = Any live organism, which moves [unless otherwise stated]. Eg: Humans, mammals [pets, animals kept in captivity or found in wild, birds], birds, *reptiles. %Microorganisms apply if invention can be made to apply to them, considering their small size, eg: amoeba, *bacteria, viruses. Organisms are commonly described in the context of scientifically analyzing them via 'ba, or for 'tracking their behavior.

`PL' / `Plastic' / `PVC' = Product constructed of PVC / other petroleum by product / (hardened) rubber / %vinyl / *metal / *wood.

`Parts File' = Product Specification Part, eg: "distancer", "clapper". Parts File is the full list of all parts in the `Product Specification Parts' paper.

`Product Category' = The type of product from the manufacturer's point of view, eg: cameras, toys.

`Product Description' / `N' = The central description of each product number plus all its branches, eg: OTD, Appendixes, Diagrams.

`Product File' = The files within either a letter category, or letter sub-category, eg: 2D, 2DE, 2DG, and 2DI.

`Product Number' / `N' = Most product ideas with a central description are preceded by a # eg: 1B-050-022004. .-Each product number designates product idea(s) separate from the remainder of the papers. Product numbers are normally found in a product file with one or more product numbers.

`Product Specification Part, Product Specification Code' = Parts: The identical meanings are the parts used in the product descriptions. Each concept in capital letters within this `Product Specifications Parts' file or its appendix, and used in product number's descriptions. The abbreviation `IMI' was used to designate the Parts File, and IMI& the Parts Appendix.

`RM' = Read Me. Notes to better understand.

"SW" = ("Computer") Software

`Symbol' = Eg: *, %, -, --, .-, (), " ", +, O, ...

`Sys' = (Related (El)) systems, * system

`Ver' = Version. Eg: electronic or mechanical or plastic version.

`W' = With. For diagram (figure) purposes, %each "w" also represents a line between what precedes and what follows. W/In = within.

`WO' = Without

`Written Description' = Embodiments. It is the description of a product number or part in the word form, including all branches. Excludes diagrams.

"Zones" = (Designated) locations as described in part "PS-Zones". Eg: differing zones in which (PS) is located result in differing: effects, causes, processes, etc.

SYMBOLS SECTION

`-' = The following description is the beginning of a new section describing the product.

`--' = The following is the sub-section of the previous section describing the product.

`*' = Designates information for the reader who has already grasped related ideas without such markings. This item may be less important to the central over-all product concept. Realize that the lack of this part does not signify that item is a central idea. This and related parts (.-, .--) have no bearing on patentability due to the part in and of itself. This part may immediately follow or precede such a possibly less important aspect. Also included are any of its following subsections represented by `--'. Example: if a part's element or section is preceded or followed by *, the applicable are less important. An element may have from one, to a maximum of two * (** is less crucial than *) directly next to it.

.-The star * following the title of each part applies only when: the part is used in any OTD section (unless otherwise specified, eg by `+' which cancels out *); this type of star does not apply when the part is used in a description other than OTD.

"." = begins new main section within a file. Something like a new sub-chapter. Followed by "-" which are subsets of "." Eg:

. Edit: the program adjusts---

.-Don't confuse "." with ".-", or "...", or a simple period at end of sentence.

.-Such new main sections may also just begin after having skipped an empty line. Sometimes main sections are strung together via a single dash on left margin between sections.

`.-' or `-.' = The same meaning as `*' and `-'. The `.-' is however only used to begin a new section describing the product.

`..-' is lower in the branching, hence equal to **. Started using `-.' instead of `.-' in Aug 96. This is virtually not used, and usage of this form might be an error signifying a period as well.

`:' = Descriptions following a colon are some of the examples for the invention's description. This symbol is much more important than may appear. Colons often can also be interpreted as separate two sides of diagram. The colon ":" symbol represents a line from the disclosure preceding it to the disclosure following it. The disclosure following the colon can also be a subset of what precedes the colon. The colon represents what follows as being `includes at least the following', `a plurality of...'.

-Additionally, something of an independent patent claim might be interpreted as what precedes the colon; and sub-claims being what follows the colon.

`...' = the previous concepts can be one or more of the examples for the said product idea(s). This symbol is normally three, yet up to five dots.

`=' `->' `>'* = When used in the product descriptions it designates the lines between parts of a diagram. The presence of one of these symbols shows the data is an actual diagram; hence no need to write `diagram'. `->' & `>' are same, and opposite of <-, <. They designate direction of signals, `=' allows one or two way signal transmission (<- and or ->). * `=' if used in Product Specification Parts immediately after the part title in cap's, describes the part referenced.

.-signals traveling on these lines may go via^: wire, wireless, telephony.

-also see `Intro to Parts' file for details

-when `=' lacks a space only on its left side, the symbol can also be read (for ease of reading only), as a comma. Eg: Activate the switch= then light turns on.

-the -> and <- symbols are arrow lines. %* If no conflict, or trouble with the patent application, such symbols can also be replaced with "=".

`O' or `o' = The following description is a separate product which might also be combined with one or more parts of the remaining description within same product number. These symbols are not in capitals or quotes when used.

`:' or `^' or `@'* = Listed are one or more of the possible types of functions, applications, parts, and or overall product designs. Not a complete list. `@' is rarely used, and if so, before Mid-1994. `^' is same as: `eg', `etc', `...', `@'. Those items following `^' are treated as `and or' if they are separated by `;'. This applies to what follows ":". The `^' symbol was used until 1995.

'+' = Important aspect. One or more of the ideas within the section immediately following the '+' symbol may be a central concept for the overall idea. However, lack of this symbol does not signify that the idea is of no central importance. Most places that might be labeled with '+' were not so labeled, hence lack of the '+' has no bearing (except possibly within the context off the surrounding 100 words on the same/consecutively numbered pages).

.- if a part in OTD is de-emphasized by a star in this 'Product Specifications Parts' paper, the placing of '+' immediately next to the part cancels out such star.

" " = Represents parts. Used this in the 1990's Parts are either in parentheses, or each of the part's letters are sometimes in capitalized letters. If parts are found in the body of the worded description, the part(s) refer to the fully capitalized titles of a part in the 'Product Specification Parts' paper. For ease of typing, the parts listed in the Diagrams and or OTD (Other Technical Details) need not be in quote marks or be fully capitalized. The form of the part might change slightly, eg: for grammatical purposes, the part can be in the possessive case. The part's abbreviations were used until June 1996.

' = The single ' symbol, and the " " symbols have identical meanings.

'%' = This function significantly expands the product idea beyond the basic concept. A subset of the idea may be related to the central product description. Most or all aspects lie outside but near the central product description. Example: if the same part is referred to in different branches of the description, those with a % or * are effected accordingly in that particular branch, but % or * do not effect the same part accordingly in branches without the symbols. Only one % is placed next to an element, hence there is no double %.

'( )' or '[ ]' = Shows one or more of the multiple possible examples. One can keep or retain what is in the parentheses.

(Used in embodiments / written specifications / diagrams / how mentioned function might be put into practice.)

+- () include limited list of possibilities. Other elements (may) be placed (additionally) within the ().

-Combinations: information in these brackets need not necessarily be read, eg: omitted from description, though they may still be needed in some capacity to enable the invention. Descriptions with () can be read in many different ways^: w/ or w/o information in (); if there are multiple () in description -> can use / ignore one or more bracketed information in each the possible combinations.

--Use and or ignore one or more sets of information separated by '()', to read each designated combination. Eg: #1: [a (b) = c (d)] can be read at least nine ways, such as #2: a = c (d), and or #3: a = d. Each combination is for different invention variations (for alternative uses). The greater the multiple '()' occurrences spread throughout the main embodiment, the number of combinations grows exponentially. The '()' used in the 'branching' embodiments further increases the overall exponential number of combinations.

-These brackets designed normally to expand the N's description(s).

-Information within () are usually a subset of the part, eg: "sensor" = c ("analyzer") = osc: the line is drawn from analyzer to computer ("C"), and lines are drawn from "c" to both "sensor" and "osc". --Data inside `()' need not be a subset, when it's a different / related idea. Eg, stapler (staples): #1, staples could also be nailed in manually without a stapler; #2, staples might be welded for non-connective applications too. % If the issue of `()' being a subset or not [without the option of both], then `()' can be considered a subset (for patent purposes).

.--D: legs = toy robot (sensor/c ("analyzer" (software))). For (printed) schematic purposes, software is inside analyzer, analyzer inside c, c inside toy robot, sensor inside toy robot - (for purposes of this diagram). Toy robot could have different insides since () are limited possibilities, eg: toy is purely mechanical.

.-Sometimes the left bracket is keyed in with the accidental omission of the following right bracket, eg: (analyzer) equates with (analyzer.

.- When () used after a patent number: these are inventive ideas (new applications) based on KN's and patent's configurations.

`/' or `\' = Means `And Or'. For example A/B means, A and or B applies to the scenario.

Another example: in a diagram the `/' symbol is used as follows: [part 1/part 2 = part 3 = part 4]. In the preceding example, part three's diagram goes to part's 1 and or 2, that is there is the possibility for variations. Part 3 has a line to part 4.

* Details Follow: Example: [part 1/part 2 = part 3 = part 4/part 5] is the same as a: >3< shape diagram, 1 2 4 5 go around the 3 (in clock wise pattern); and or b: can be split D1: 1=3=4, D2: 2=3=5. (No line is shown between 1 & 2. Important: a line is not excluded, and %might be drawn between the two parts if viable.). In isolated places a `\' may have replaced `/'.

-Combinations: there are frequently multiple `/' in N descriptions -> use and or ignore one or more sets of information separated by `/', to read each designated combination. Eg: #1: [a/b = c/d] can be read at least nine ways, such as #2: a = c/d, and or #3: b = c. Each combination is for different invention variations (for alternative uses). The greater the multiple `/' occurrences spread throughout the main embodiment, the number of combinations grows exponentially. The `/' used in the `branching' embodiments further increases the overall exponential number of combinations.

`~' = Same as `/' or `\' except a line is also drawn between the parts when this wavy line symbol is used. Eg #1: 1~2=3=4/5, lines are between 1&2, 1&3, 2&3, 3&4, 3&5, %maybe 4&5; 1/2 go thru 3 to connect with 4/5. The lines between 1 and 2 are optional, since the `~' symbol could also be a diagonal slash, in another version of the diagram.

-see `Intro to Product Descriptions' for details

.-[if this file's symbols doesn't transfer between computer software systems: its the upper case of the `` single sub-quote key as found on the Toshiba T1910 notebook computer, while utilizing WordPerfect software 6.0B

for DOS. From 1991 to now (Jan 3, 1995) all data entry was on Word Perfect 5.0 for DOS or higher. Since 4.94 the Toshiba T1910 computer was used.

`;' = the semi-colon is a break in thought flow (weaker than a period, yet stronger than commas). When there is a diagonal slash in the sentence followed by `;', the semi-colon should normally break the lines in the diagram. See the `/' section.

`:' = information following the colon represents one or more of the possible manifestations [%applications for said function(s)]. The `()' symbol is similar to the data following the colon. Data following `:' are more likely to have the possibility of stepping beyond the bounds of the idea / terms directly preceding the colon, than data directly preceding the `()'. The connected symbols `^:' are same as `:'. Sometimes there's information followed by colon, which is then followed by another `:' within same sentence, in which case this can mean that data following first colon is a semi-subset of data preceding it, and data following third colon is a semi-subset of data following first colon, or data *preceding first colon.

Old Diagram Symbols: used in material done up to mid-1993. Vertical lines may also be represented by "I", a dot ".", or * "L", etc. The latter shows additional parts that are on the line below and directly to the right of the "L". Sometimes a line of blocks scrolls over to the next line or page.

OLD ABBREVIATIONS SECTION

Introduction: This section covers old abbreviations and symbols, which are mostly discontinued in newer inventions. Older inventions can be those found in sections A, B and C, or which have those letters in their product numbers, e.g. "2A400".

Ad or Adv: advertising
ASAP: As Soon As Possible
Cat: product category, eg: tv; tel
CIS: Former Soviet Union or also called SNG
Dir: directory, eg: `A Dir' are of first N developed
DM: Direct Mail
F: fax
G: cv, job hunting; grant (from foundation/gov't)
HW: help wanted (advertising); new people needed
II: I n n o v a t i o n Institute
L: legal
Pls: please

N: Prod, Product # (usually one conceived by K a y s). Since about 1996 "NK" means product conceived by K a y s, and "N" means products and inventions in general.

Mk: marketing

Moss: *Moscow

Mu: Musical, music

J: Japan

R: research

Req / RQ: requirements; require

RF: Radio Frequency. * When feasible it includes Infrared transmission and reception. D: device#1=tr/rc=tr/rc=device#2

SPB: St. Petersburg, Russia

T: Telephone, see ` Parts'. Old definition:

letter / *mail

TYO: Tokyo

U: you*, newer definition is: user

Ur: your

X: document: for publication, viewed by public

2: Product Idea Development

4: Public relations, articles

8: Check to see who is copying my ideas

\: Diagram Parts - And or designating if a line is drawn between parts. See ` Parts'

/: if no line is `necessarily' drawn between parts in diagram. See ` Parts'

** OLDER VERSION OF PARTS (FROM 1990-1992)

The newer version as in main ` Parts' superimposes the descriptions herein if there happen to be two different definitions for the same Parts.

A = and

AT = game piece communication, each player's piece communicates with each other and the central processing machine via air waves (probably not wire)

AT = and or

AU = for adult level 16 years old & over

B = has buttons (not mentioned if PP); "K"; *"R"

BA/KI/CH=for baby use 0-4 years old / kid 4-8 yrs / child 9-15 yrs

C = use products as helpful exercise companion & or guide, rule setter; "exercise". New version is "Computer", if doubtful about interpretation use "computer".

CS/BU/CL=for consumer / commercial use / client application

D = this is the old definition for "T" (telephony) (built in (cellular or standard tel))

DA = has internal date, clock, timer needed for sw functioning; "tds"

DD = "S"; built in digital display (eg: LCD), may flip in for compactness

DS = "S"; machine displays on crt, digital display, or print out (regular or thermal paper)

EP = electronic parts: product operates by use of microchips, processors & the other standard elements for this type electronic product; "C"; "basic"

EL = teaches practical (not necessarily psychological) skill. Definition used from late 1993 is el = electronic. "educ"

ET = new type of entertainment (`entertain')

EXT = Functions on flat or semi flat surface, table top, this option doesn't operate on batteries, or vibration power.

FIN = finishes product option descriptions

G1 = game for one person only

G2 = game for two people only

G23 = game for two or more people. G12 = for 1 or 2 people, G3 = three people only.

GGH = game gets harder. as user's ability at condition improves or worsens, machine will compensate by: being easier, harder to play (in terms of skill, quickness...)

HM/OF/SC=for home / office / school or laboratory use

IQ = special version for people with IQ within top 2% of population

JK = for use as humorous fun, an unusual novelty, `entertain'*

M = Old definition: machine (product described within product # only). New definition that was applied to new writings as of 3.94: "MFH" [Main Frame Hook-Up]. The old definition is still found in writings made up to 1992.

MA/FE = for use by males / females

ME = memorizes previous input signals in its "C"

MI = The elements of this product are interchangeable with one(s) mentioned and or is based on the basics of the other.

NRL = not real life game, played by interfacing with electronic game and or board.

O = or

OD = telecommunication device working via air waves; "T:

PG = programmable by user (by keying into its plastic buttons) and or manufacturer; "pp"; "mp"

PO = built in printer prints out info/data/pictures onto paper, has paper tear edge, thermal or [regular] paper; "printer"; "S"; *"fs".

RH = rhythm

RL = real life game, played in or outdoors, requires people moving in an environment

SD = speaker telephone; new Parts "sp tel"; "T"*

SC = sound communicator: receives ("mic") and or sends ("osc") mechanical sounds, & or human words & or voices

SH = show

VC = person controls sound volume; "osc"

TD = technical descriptions

TO = toy use, *`entertain'

TK = for use as a fun trick, prank; `entertain'*

TM = trade marks for product

TSC = "mic" (internal or external) records sounds facilitated by user (onto microchip or possibly tape), and can be played back in entirety or probably in edited or other altered format using built-in synthesizers; "osc"

UR = your

WH = which

"-" = only when used in TM: separates word order, 1st, 2nd...

18L = operation, instructions & marketing in 18 languages: English, Japanese, Spanish, German, French, Chinese (Mandarin, Cantonese dialects), Russian, Arabic, Portuguese, Italian, Greek. Plus the language families of: Baltic, Slavic, Germanic, Iranian, Sudanese, Malayo-Polynesian and Turkish.

OLDER VERSION OF PARTS (Up to 1995 or so)

CH ** = Also for children below the age 16. Newer part.

CM ** = Casing is of sleek quality metal with enamel coating.

CC ** = Creative casing design.

-D: ..... Dots (...) are the plastic casing

.|||||||||.

Colon bars (|} are the product

..... Boxed shape is too simplified, but to show casing is an outside covering.

-OTD: Used up to maybe 1995. Snap on, or screw on pieces can be sculptured around the basic unit as decoration only. Pieces are of colorful plastic and or enameled metal. Pieces can only be snapped on in manners that don't obstruct normal usage of device, or cause danger. Casing might be molded and welded so as not to be changeable. See "Brain".

COLOR ** =

-New definition - after Aug 1996: Any 1,000 or more standard colors / inks. + See "Artist" and "Edit".

-Old definition - before 1995: Color of item you touch changes, eg: caused by how changes in temperature effects liquid crystals. One or more of the following may change color: all or part of casing (a strip of liquid crystals), buttons, "display".

CP ** = Sleek quality plastic casing, safeguards against common hazards like: impacts, heat, discoloration, etc.

-D: ..... Dots (...) are the plastic casing

.|||||||. Colon bars (|} are the product

..:..... Boxed shape is too simplified, but to show

that plastic casing is an outside covering.

CR ** = Casing of sleek strong and durable rubber, safeguards against common hazards. Similar to "cp".

CRC = Central computer ("C") of "Adaptive System" product number 1D-010.

** PERIODICAL ABBREVIATIONS

Intro: References are made to commonly used periodicals worldwide. The inventions developed herein are usually improvement inventions of those published. For diagram purposes: the improved inventions are juxtaposed vies a vis the published products.

DY = `Daily Yomiuri', Tokyo. * Also any includes any differing coverage within publisher's `Yomiuri Shimbun'. Article found in their `New Products' section, in published weekly in the daily newspaper.

ES = `Edmund Scientific' Sales Catalog. 101 E. Gloucester Pike, Barrington, NJ 08007 USA. Tel +1 609 547-8880, Customer Service 609 573-6260, Fax 609 573-6295. Products mentioned in the Edmund Scientific 1995 Catalog are one example which may be incorporated in all or some of the inventions. ** There are occasionally multiple examples of such products in this catalog. Cover of this catalog has `15C1A' printed.

PS = `Popular Science', USA. Don't confuse this with "PS" for positioning system (if in real doubt then presume "PS" stands for "Positioning System".

QMRR = "Quirk's Marketing Research Review".

-See "Quirk's Marketing Research Review: Practical Applications in Marketing Research". Especially Feb 1996 Issue. 8030 Cedar Ave., #229, Bloomington, MN 55425. Tel 612-854-5101. ISBN: 08937451. Has listings of related softwares, and companies with specialists capable of doing the programming, especially pages 78 to 85.

-When QMRR is used in the Software Parts File. Especially see the software product classifications with same / related headings (listing about 10-20 existing softwares).

-Definitions of functions used in marketing research softwares: survey (methods, questions, responses, "analysis"), environment, marketing research, customer profiles, (changes in) sales figures (eg: more and less of certain models being sold, tied to other changes in world/market/user) see "Quirk's" listed companies, and marketing research books.

NK = `Nikkei Weekly', Tokyo.

-This product idea includes and is an extension of the product described in Japan's `Nikkei Weekly's (part of Nihon Keizai Shimbun) `New Products & Services' section which comprises one full page in most of their issues.

-On occasion, an article will include and be an extension for `Nikkei Weekly's `Science & Technology' section for said date.

EPO, USPTO and WIPO: Government patent databases linked from www.WIPO.int

DTSW = "Directory of Technical Software Suppliers", published by: CAE Consultants Inc. US Tel +1 914-963-3695, Fax 914-376-5011. 41 Travers Ave., Yonkers, NY 10705 USA. This data also available at: HTTP://www.caeconsultants.com Directory used was "up to date as of 1/1994". CAE also offers free info on tel to locate suppliers.

Also see the less commonly used features file (was named Features *).

CONCLUDES THIS ABB-SYM FILE: Detailed Abbreviations & Symbol
File: Intro To Pat / Diagram Intro

FIGURATIVE DRAWINGS

INTRO TO OUR DRAWINGS WRITTEN IN TEXT CODE

Introduction To Finding Figurative Drawings (Drawings) In This Application: Drawings ARE included in this filing. Most of the existing drawings, however, may not initially appear to be drawings to someone quickly flipping through the patent filing. Drawings are usually strings of parts on a single line; connected by dashes. This largely covers informal drawings.

Example

Simplified example of computer diagram: USER → KEYBOARD → CPU → CUSTOMIZED OUTPUT

Below: version of the above diagram you are more likely to see.

Details

-Drawings can be found for each product description in Diagram Set 1, and/or in Diagram Set 2. Drawings are also with printed text. Most product descriptions starting with the "C Directory" have drawings.
-Features (Parts) are usually in "parentheses", and Features (Parts) from 1997 are preceded by an 'apostrophe. See the Features (Parts) paper for details.

"=" connects Features (Parts) of diagram. The presence of the "=" signifies that such is a diagram *(clarification of its being a diagram may be made but is not necessary). To ease reading the first time, "=" might be considered commas, especially when there is no space to the left of the symbol as with regular commas. E.g.: Activate the switch= then light turns on.

"/" diagonal slash means 'and /or'. The easiest way to read the description the first time, is often to only read the first 'and/or' option, which allows the reader to more easily see the thought flow.

* E.g.: Diagram: [part 1/part 2 = part 3 = part 4/part 5] is the same as a: >3< shape diagram; and b: can be split D1: 1=3=4, D2: 2=3=5, with D1 & D2 being connected at part 3. No line is necessarily used in 1 & 2, though a line is not excluded.

"( )" Material in these brackets is optional. The easiest way to read the text the first time is to almost ignore the brackets.

Sample diagram. Following is one of the drawings for this patent application:

-Diagram: Person = Keyboard = Computer = Printer

* Drawing #1 & Drawing #2 mean two related drawings *(if they are in the same section), e.g.: D1, D2, D3...

* Part numbers used in the diagram may also be used inside the related For Techies or Other Technical Details (OTD) section – Other Technical Details. These diagram part numbers used in For Techies: show that their Features (Parts), are connected to that section of the diagram.

* The "~" symbol is the same as the diagonal slash, except there is also the option for a line drawn between the two neighboring Features (Parts) separated by this wavy line symbol "~".

* The colon ":" symbol represents a line from the disclosure preceding it to the subset disclosure following it.

* Each section within the For Techies section is created by semi-colon, separating it from any other material; hence each section is also read as a diagram and/or has its diagram merged with the other sections within the same For Techies .

* Often the terms "then" and usually "In turn" are equal to "->" or "=". In other words these worded terms are equated with symbols for the diagram type structure.

-As is viable, every part/block in each diagram for every electronic product idea in this filing surrounds the central computer-like device. Each electronic part, has an optional connection with a central computer ("C"). D: each and every electronic part of product idea = "tr"/"rc" = "c" = some other part involved with this product idea

-"C" (Computer) is an optional inclusion for every central description in this filing requiring electronic hardware. As an OPTION, one or more of the multiple 'Features (Parts)' referred to in each such product's or part's description can be connected to this "C". Each 'part' is a separate diagram (as if on a transparency, and they can be appropriately overlaid, intersecting at "C", to see the potentially complex system (there may be some repetition, hence the overlaying might be so that repetitions are overlaid over each other, so such parts/aspects are read once)). "C" is defined in 'Features (Parts) Files'.

-The reader knows printed matter is a diagram when any one or more of the diagram symbols are used. Drawings are often preceded by the capital `D'.

Diagram Examples: 3 Increasingly Detailed Versions Of Same Computer Invention

Version A: Simplified example of computer diagram:
User -> Keyboard -> CPU -> Desired Output

Version B: Semi detailed rendition of above computer diagram:
User -> Keyboard (user inputs information, data entered into computer in easy step process) -> Computer (software analyzes entered data) = Software edits the simplified inputted information into more abstract forms = Software edits originally inputted diagram into different variations for each customized need = Computer digitally outputs different versions of the originally inputted diagram.

Version C: Complex rendition of above computer diagram:
User (Electronics Design Engineer or Patent Examiner) -> Keyboard (user inputs abbreviated format for what constitutes a diagram of two or more parts and or inputs the desired applications for inventions; data can also be entered into computer without tedious computer mouse) -> CPU (software analyzes entered data) = Software analyzes database of each entered part with its multiple uses also shown in a pattern of branching trees (this database can be the invention tree) = Software converts originally inputted diagram into hundreds of types of drawings depending on the desired application) = Computer digitally outputs 8 million different versions for how invention(s) can be diagramed (constructed):
1) Newly created digitized files
2) (Color) printer
3) Computer screen
4) Software demonstrates in near virtual reality how the inventions would function.
5) Invention is constructed: 1) by clay carving device (cutter controlled by digitized files and other software programs to match the designated diagram); 2) automated software programming system (such as via using the "User Information Programming" software part)

END OF CODE FOR DIAGRAM EXPLANATION SECTION
File: Features Intro / Features *

LESS COMMONLY USED FEATURES: Read Later
Features primarily for inventions linked to files A, B and to some extent C*.
They apply to the united pat application directly/indirectly.

'DATE' = Our digital clock and calendar. It's the timer for our 'Digital Time Stamp.

AIR PAD * = See Remote Control. Rarely used, hence delineated with an asterisk.

ALERTER = See "Notifier"

ALL = See "Basic"

APPLICATION / APPL / AP = Application. One of the alternate ways the inventions can be used. Also called "Apl" - with single letter "p". *Patent Application.

AU ** = Also for adult level 16 years old & over.

BASIC ** = See appendix.

BILL / BILLING = Billing: Charges users by amount and type of usage. Limits billable usage by criteria.

BRAIN = Feature name changed to 'Computer.

DISPLAY = Display Screen. This feature (also viewed as part) was re-titled to "S".

FD-HDD = This feature (also viewed as part) name changed to "Computer".

FLOAT ** = The separate portable device floats in the air via special magnets.
. The more portable part(s) of system have opposite magnets on each end. A letter `C' shaped base also has magnets, which attract each of the ends of the piece in space. .2cm to 2cm of air is between the attracting magnets. Portable item is lightweight. Magnets and design are designed to withstand gravity and wind, and wearing down of magnet's forces for minimum five years.
-Drawing: 1+ = 2- = 3 = 4+ = 5-.
-Drawing's Notes: 14 positive magnets; 25 negative magnets; 3 non magnetically conductive (between 1/2/4/5) which is the/part of product; 1 & 5 are each at their individual ends of the `C' frame; one of the purposes of float is to create an interesting design (entertain); item which floats can be taken out from the "C" frame (used about premise/laid on table); cc.
-"Tilt": controls position / functions% of floating object
-Form of flotation = notifier / other form of communication to user.
-Track = type flotation.

FX** = Fax capabilities. Also can send and receive via: Internet, modem (see 'mo), other (wireless) electronic mediums for data or text.

-Built in facsimile machine, sending/receiving in different speeds.

-Drawing: data/image = "sensor" = "C" = tr = printer

-For Techies: air pad (sends and receives faxes); cart (how messages are sent and or received); "S"; "C"; uk.

-o-C95 Fax machine screens out unwanted messages. See fax on display ("S"), print desired faxes. NTT 29 Mar 93 NK. Drawing: c95=tel~c~remote

.-4E020 Content Date Stamper: Registers and organizes previous occurrences.

LENS = See "Camera / Lens"

MO * = Modem. Modem: connects via tel ("T") with: @ other computers (mainframes), devices.

Drawing: remote/uk/display = c (computer's data) = data converter = tr/rc = data converter = "C" = display/printer/function

-For Techies: access required to begin mo communication; air pad commands mo; character; (data about transaction on) "S"; % entertain; "C"; % communicates with "M"; mouse; mp; notifier (shows mo transaction was or wasn't completed successfully; the information or results achieved from the mo transaction); pp; output transferable to printer; tds (of mo transaction).

.-4E020 Content Date Stamper: Registers and organizes previous occurrences.

MD / MOOD * = The mood of users are induced by system to elicit the 'designated emotional feelings.

. Read Later: 'Multi-media of system is designed to trigger 'designated reactions in humans or animals.

-Diagram: adapt-Database collects information about users = 'analyzer determines which 'multimedia mode best elicits 'designated emotion wanted in u (user) = achieving the desired results: users enjoys or finds system challenging, or more u (user) friendly [having adjusted to user's behavioral pattern]'guide or 'educate is more effective.

-This function has become part of "ENTERTAIN", though "Mood" is a function, which can be separated from, ENTERTAIN.

MOTION SOUNDER ™ ** = Makes sound upon movement of device.

. Makes sound or music when 'sensor of device is agitated in any / 'designated manner [ba of movement].

. User programs type sound. See product number 5A-1050-042002. "Edit".

Drawing: motion "sensor" = "C" = osc/function/tr

. US Patents [12.95 bib disk]:

-str: (sound* or music*) adj15 (motion* or move* or moving)

-US Patents: 5475372 Earthquake detector motion sensitive devices; ++ 5373096 Yamaha's Miburi: musical sound control device responsive to the motion of body portions of a performer [Yamaha later copied KN?].

MOUSE * = Changed to 'Remote Control.

MP = Changed to 'PR [Program].

PI = Changed to UIP.

PP = Changed to 'PR [Program].

PP = Personally Program [Old feature changed to 'PR 9.97]:
Functions are personally programmable by user. User decides which programs to activate, deactivate, alter and or add.
Drawing: uk (programs) / remote ("R") = c (software / cart) = software function (assists user)
-See "Brain".
-"Billing": bills for what / how user programs the sw.
-Access: "Access Controller" or legitimate accessor can alter needed "passwords" for themselves or other users.

PRINTER * = Prints desired information from system.
-External printer 'adapter, card and software for standard printers.
Drawing: c = tr = signal converter = printing mechanism = prints onto material (such as paper)
-For Techies: display ("S") shows software's menus for how user wants document typed; connects to computerized system utilizing "C"; pp; mp; uk; standard dot matrix or laser or color printers with their ink cartridges - basic; *portable printer; cp. C can tr to printer via wire / wireless. What's on "s" or "printer" can be seen on the other in full / similar / like manner, in entirety or part= as "designated" by: uip-tailor, pr, and k.
-Printer=SW=notifier=C: if (w5) printer lacks enough ink of particular color in cartridge before user: tries to print / expands image

RC * = Receiver. Receives signals from 'tr (transmission).

RCP ** = Sleek rectangular prism casing (semi-box shaped). Tabletop variants have 4 rubber pieces on bottom corners, gripping counter.

SPEECH * = Included into "OSC". This function can be separated from the other osc (outgoing sound communicator) modes. If "speech" is in system then there is an option for "osc", eg: "speech" -> "C" -> "osc".
% See "Brain".

SP TEL = Speaker tel ("T"). Device's microphone ("mic") adjusts volume of incoming sound according to sound source's distance from microphone ("mic"). tr="T"~c=osc
.-"Billing": bills for what / how system' picks up.

STEREO = Sound System. Music/Sound source (pre-recorded music, broadcast) = Player (CD, Digital Tape, Cassette Tape, Phonograph, Radio Receiver) = Amplifier = Speakers/Head Phones
Drawing: mic/tr = signal converter = c~recorder = play back = signal converter amplifier = osc (outgoing sound communicator) (speakers)

TOY * = May also function as a toy. For Techies: The process of having an interesting time is new and interesting from the experiential point of view; %interactive; multi-user; notifier; mp; uk, "Brain". "Billing": bills for time used / "accessed".

VC * = Volume control: user pre-selects speaker sound volume.
-Drawing: knob/button = tr = c (controller) = amplifier = osc

VOICE ANALYZER = See "Sound Analyzer".

VIBRATION = Vibration generated by device for specific reasons, eg: "entertainment"; "notifier"; form of communication for: "status", "score", a simple presence or lack of whatever user may need (to know) such as a yes or no - or on or off - or good or bad. See "Access" = "Vibration".

Check The Simple Handy Version Of The Main Features, plus our Abbreviations & Symbols. Kindly visit www.LicenseItToday.com for updates, etc.

File: Features Intro / Feature Synonym

SYNONYMOUS TERMS FOR OUR MAIN FEATURES
(This may be an easier way for non-technical people to understand features used in our interesting inventions)

Introduction: Main feature sections are listed alphabetically. Synonymous terms herein sometimes include a tiny fraction of the applicable US Patent Classification numbers.

. Alternatives & Keywords for ACCESS feature: admission, admittance, approach, avenue, connection, contact, course, door, entrance, entree, entry, introduction, key, open door (slang), passage, path, road, route, way

. US Patent Classification code for Access: 726.4 Information Security / Authorization

. Alternatives & Keywords for ADAPTING feature: acclimate, accommodate, accustom, alter, change, come around, comply, conform, familiarize, fashion, fit, habituate, harmonize, make, match, modify, prepare, qualify, readjust, reconcile, remodel, revise, shape, shape up (slang), square, suit, tailor

. US Patent Classification code for Adapting: 715.789 Data processing: presentation processing of document, operator interface processing / based on usage or user profile

. Alternatives & Keywords for ALERTER feature: observant, on guard (slang), security, warn, notify, watch, help protect.

. US Patent Classification for ALERTER: 340.825 Communications: Electrical, subclasses 825 through 825.98 for controlling one or more devices to obtain a plurality of results by transmission of a designated one of plural distinctive control signals over a smaller number of communication lines or channels,

. Alternatives & Keywords for ANALYZER feature: assay, chew over (slang), confab (slang), consider, estimate, evaluate, figure, figure out, hash (slang), inspect, interpret, investigate, judge, kick around (slang), rehash, resolve, scrutinize, sort out, spell out, study, test, think through

. US Patent Classification for ANALYZER: 706.14 data processing: artificial intelligence / adaptive system

Alternatives & Keywords for APPLICATION feature: appliance, appositeness, employment, exercise, exercising, function, germaneness, operation, pertinence, play, practice, purpose, relevance, usance, utilization, value

. Alternatives & Keywords for ART feature: abstraction, designing, illustrating, imitating, modeling, molding, painting, pictorialization, portraying, representation, sculpting, shaping, simulating, sketching, symbolization, composer. US Patent Classification for ART: 382.159 Image Analysis /Trainable classifiers or pattern* recognizers

. Alternatives & Keywords for ASSOCIATION feature: affiliation, alliance, band, brotherhood, bunch, circle, clan, clique, club, coalition, combination, combo, company, confederacy, confederation, congress, cooperative, corporation, crew, crowd, family, federation, fellowship, fraternity, gang, guild, hookup (slang), league, order, organization, outfit, partnership, pool, rat pack (slang), ring, society, syndicate, tie-in, tie-up, tribe, troops, troupe, union, counterpart, companion likeness, equivalent, equal, copy, reproduction, clone, duplicate, fellow, accessory, accomplice, affiliate, aid, ally, assistant, co-operator, companion, compatriot, comrade, confederate, consort, crony, fellow, friend, helper, partner, peer, sidekick

. US Patent Classification Code for Association: 706.46 Data processing: Artificial Intelligence / Knowledge representation and reasoning technique

. Alternatives & Keywords for BEHAVIOR ANALYZER feature: watch, psychology, sociology, anthropology, delivery, demeanor, deportment, ethics, etiquette, expression, form, habits, management, mien, mode, morals, nature, observance, performance, practice, presence, propriety, role, routine behavior, desires, needs, cravings, seek, want. US Patent Classification Code for BEHAVIOR ANALYZER: 706.14 Data Processing, Artificial Intelligence/Adaptive System

. Alternatives & Keywords for CARTRIDGE feature: diskette, floppy disk, hard disk, hard drive, magnetic drum, magnetic tape, magnetic tape unit, magneto-optic disk, optical disk, primary storage
. US Patent Classification Code for CARTRIDGE: 706.11 Data Processing Intelligence / Having Particular User Interface

. Alternatives & Keywords for COMPOSE feature: author, bang out (slang), cast, comp, conceive, contrive, cook up (slang), design, devise, discover, draw up, dream up, fabricate, forge, form, formulate, frame (slang), ghost (slang), ghostwrite, imagine, indite, invent, knock off (slang), knock out (slang), make up, note down, orchestrate, originate, pen, poetize, produce, put down, score, scribble, script, shed ink, time, turn out, whip up (slang), write
. US Patent Classification Code for COMPOSE: 706.22 Data Processing, Artificial Intelligence / Signal processing (e.g., filter)

Alternatives & Keywords for COMPUTER feature: adding machine, analog, brain (slang), calculator, clone, compatible, data processor, digital, electronic brain (slang), laptop (slang), mainframe, micro (slang), microcomputer, mini (slang), minicomputer, number cruncher (slang), personal computer, thinking machine (slang)

. Alternatives & Keywords for CONTENT ANALYZER feature: composition, constitution, matter, subject matter, substance
. US Patent Classification Code for CONTENT ANALYZER: 706.54 Data Processing, Artificial Intelligence / Analogical reasoning system:.

Alternatives & Keywords for COORDINATOR feature: accommodate, adjust, agree, attune, combine, conduce, conform, correlate, harmonize, integrate, match, mesh, organize, pool, proportion, pull together, reconcile, reconciliate, regulate, shape up, synchronize, systematize, team up

Alternatives & Keywords for DESIGNATED feature: allocate, allot, appoint, apportion, appropriate, assign, authorize, button down (slang), characterize, charge, choose, commission, connote, constitute, define, delegate, denote, depute, deputize, describe, dictate, earmark (slang), elect, evidence, favor, finger (slang), indicate, individualize, make, mark, mete, name, nominate, opt, peg (slang), pick, pin down, pinpoint, prefer, reserve, select, set apart, set aside, show, single, slot, stipulate, tab (slang), tag (slang), tap (slang)

US Patent Classification Code for DISTANCER: 361.179 Electricity, electrical systems and devices/Proximity or contact:

. Alternatives & Keywords for EDITOR feature: adapt, alter, amplify, analyze, annotate, arrange, assemble, assign, blue-pencil (slang), censor, check, choose, compile, compose, condense, copy, correct, cut, delete, discard, doctor, draft, emend, excise, feature, fine tune, finish, fly speck (slang), go over, make up, polish, prepare, prescribe, proofread, publish, put together, rearrange, recalibrate, rectify, redact, regulate, rehash, rephrase, report, revise, select, set up, strike out, style, tighten, trim

. US Patent Classification Code for EDITOR: 715.530 data processing: presentation processing of document, operator interface processing, and screen saver display processing/edit, composition, or storage control:

Alternatives & Keywords for EDUCATION GETS HARDER feature: Gargantuan (slang), ambitious, arduous, backbreaking, bothersome, burdensome, challenging, crucial, demanding, difficult, effortful, exacting, formidable, galling, hard, hard-won, heavy, Herculean, immense, intricate, irritating, labored, laborious, man-sized, not easy, onerous, operose, painful, problem, problematic, prohibitive, rigid, severe, stiff, strenuous, titanic, toilsome, tough, troublesome, trying, unyielding, uphill, upstream, wearisome, abstract, abstruse, baffling, bewildering, complex, confounding, confusing, dark, deep, delicate, enigmatic, enigmatical, entangled, esoteric, hidden, inexplicable, involved, knotty, labyrinthine, loose, meandering, mysterious, mystical, mystifying, nice, obscure, obstinate, paradoxical, perplexing, profound, puzzling, rambling, subtle, tangled, thorny, ticklish, unclear, unfathomable, unintelligible, vex, boorish, dark, fastidious, fractious, fussy, grim, impolite, intractable, irritable, obstreperous, perverse, refractory, rigid, rude, tiresome, unaccommodating, unamenable

Alternatives & Keywords for ENTERTAIN/ENTERTAINMENT feature: amusement, ball, beguilement, delectation, delight, disport, dissipation, distraction, divertissement, enjoyment, entertainment, field day (slang), frivolity, fun, game, gratification, grins (slang), high time (slang), hoopla (slang), laughs (slang), levity, merry-go-round (slang), pastime, picnic (slang), play, pleasure, relaxation, relish, sport, whoopee (slang)

Alternatives & Keywords for ENVIRONMENTAL PROTECTION feature: ecology, environmental control, environmental impact analysis, environmental management, environmental monitoring, environmental policy, environmental science, environmentology

Alternatives & Keywords for EXERCISE feature: act, action, activity, calisthenics, constitutional (slang), discharge, discipline, drill, drilling, effort, examination, exercising, exertion, gym, labor, lesson, movement, occupation, operation, performance, problem, pursuit, recitation, schoolwork, study, task, test, theme, toil, training, warm-up, workout

Alternatives & Keywords for GAME feature: competition, contest, match, meeting, round, set, tournament, adventure, amusement, athletics, distraction, diversion, enterprise, festivity, follow-the-leader, frolic, fun, jest, merriment, merrymaking, occupation, pastime, piddly, plan, play, proceeding, pursuit, recreation, romp, scheme, sport, sports, undertaking

Alternatives & Keywords for GPS feature: X, area, bearings, district, environment, fix, geography, ground, locale, locality, location, locus, point, post, reference, region, scene, seat, setting, site, situation, space, spot, stand, station, surroundings, topography, tract, whereabouts

. Alternatives & Keywords for GUIDE/GUIDANCE feature: adviser, attendant, captain, chaperon, cicerone, conductor, controller, convoy, counselor, criterion, director, docent, escort, example, exemplar, exhibitor, genie, genius, guiding spirit, guru, inspiration, lead, leader, lodestar, master, mentor, model, monitor, paradigm, pathfinder, pattern, pilot, pioneer, rudder, scout, standard, superintendent, teacher, usher, vanguard

advice, auspices, conduct, conduction, control, conveyance, counsel, direction, government, help, instruction, intelligence, leadership, management, navigation, supervision, teaching

. US Patent Classification code for GUIDE: 706.11 data processing - artificial intelligence/http://www.uspto.gov/go/classification/uspc706/sched706.htm - C706S011000having particular user interface

Alternatives & Keywords for INTERACT feature: collaborate, combine, connect, contact, cooperate, interface, interplay, interreact, join, merge, mesh, network, reach out, relate, touch, touch base (slang), unite, approach, call, connect, get, interface, reach, speak to, talk, telephone, visit, write

Alternatives & Keywords for LOCATOR feature: come across, come upon, detect, determine, discover, establish, ferret out (slang), get at, happen upon, hit upon, hook (slang), light upon (slang), meet with, nose out, pin down, pinpoint, place, position, read, scare up, search out, smell out, smoke out (slang), spot, station, strike, stumble on, track down, trip over (slang), uncover, unearth, zero in

Alternatives & Keywords for MFH feature: analog, brain, data processor, electronic brain (slang), microcomputer, mini (slang), minicomputer, number cruncher (slang), personal computer, thinking machine (slang)

Alternatives & Keywords for NOTIFIER feature: acquaint, advise, alert, announce, apprise, assert, blazon, brief, broadcast, cable, caution, circulate, clue in, convey, cue, debrief, declare, disclose, disseminate, divulge, enlighten, express, fill in, give, herald, hint, let know, make known, mention, pass out, post, proclaim, promulgate, report, reveal, send word, speak, squeal, state, suggest, talk, teach, tell (what happened), tip off, vent, warn, wire, wise up (slang), write

. US Patent Classification for NOTIFIER: 340.825 Communications: Electrical, subclasses 825 through 825.98 for controlling one or more devices to obtain a plurality of results by transmission of a designated one of plural distinctive control signals over a smaller number of communication lines or channels,

. Alternatives & Keywords for ORDER &TIMING feature: pattern, sequence, order (of events), history (which shows patterns of behavior – helps 'predict future).

. US Patent Classification Code for ORDER & TIMING: 706.14 Data Processing, Artificial Intelligence/Adaptive System

Alternatives & Keywords for OSC feature: accent, din, harmony, intonation, loudness, modulation, music, noise, note, pitch, racket, report, resonance, reverberation, ringing, softness, sonance, sonancy, sonority, sonorousness, static, tenor, tonality, tone, vibration, voice, acquaint, advertise, advise, announce, broadcast, carry, connect, contact, convey, correspond, declare, disclose, discover, disseminate, divulge, enlighten, get across, hint, impart, imply, inform, interact, interface, let on, let out, make known, network (slang), pass on, phone, proclaim, publicize, publish, raise, reach out, relate, report, reveal, ring up, signify, spread, state, suggest, tell, touch base (slang), transfer, transmit, unfold, writ

. Alternatives & Keywords for PREDICT feature: adumbrate, anticipate, augur, conclude, conjecture, crystal ball, divine, dope, dope out, envision, figure, figure out, forebode, forecast, foresee, forespeak, foretell, guess, infer, judge, portend, presage, presume, prognosticate, prophesy, psych out (slang), read, see coming (slang), size up (slang), soothsay, suppose, surmise

. US Patent Classification for PREDICT: 706.14 data processing: artificial intelligence / adaptive system

Alternatives & Keywords for PROGRAM feature: design, instructions, line, order, policy, polity, procedure, project, scheme, sequence

Alternatives & Keywords for PS-ZONE feature: area, band, belt, circuit, ground, realm, region, section, sector, segment, sphere, territory, tract

Alternatives & Keywords for QUESTION feature: examination, feeler, inquest, inquiring, inquiry, inquisition, interrogation, interrogatory, investigation, poll, query, questioning, third, third degree (slang), wringer (slang)

Alternatives & Keywords for ROUTE feature: address, conduct, consign, convey, direct, dispatch, escort, forward, guide, lead, pilot, remit, see, send, shepherd, ship, show, steer, transmit

Alternatives & Keywords for SCREEN feature: cathode ray tube, CRT, display, graphics terminal, monitor, screen, VDT, VDU, video display unit, video terminal

Alternatives & Keywords for SCORE feature: account, addition, aggregate, amount, average, count, final count, grade, mark, number, outcome, points, rate, reckoning, record, result, stock, sum, summary, summation, tab, tally

Alternatives & Keywords for SEEK feature: be after, bob for, cast about, chase, comb, delve, delve for, dig for, dragnet, explore, fan, ferret out, fish, follow, go after, gun for, hunt, inquire, investigate, look about, look around, mouse, nose, prowl, prowl after, pursue, quest, ransack, root, run after, scout, scratch, search for, search out, smell around, sniff out (slang), track down

. Alternatives & Keywords for SOUND ANALYZER feature: accent, din, harmony, intonation, loudness, modulation, music, noise, note, pitch, racket, report, resonance, reverberation, ringing, softness, sonance, sonancy, sonority, sonorousness, static, tenor, tonality, tone, vibration, voice, assay, chew over, consider, estimate, evaluate, figure out, hash, inspect, interpret, investigate, judge, sort out, spell out, study
. US Patent Classification Codes for SA: 701.231 Data Processing: speech signal processing / Recognization

. Alternatives & Keywords for VA feature: equivalent, facsimile, likeness, match, model, photograph, picture, portrait, similitude, spit, spitting image, mental picture, perception, vision
. US Patent Classification Codes for Sound Visual Analyzer: 704.235 Speech to image

Alternatives & Keywords for STATUS feature: existing condition, how things stand, no change, parameters, present state of affairs, situation, size of it, standing, state of affairs, status, status in quo, usual, score

Alternatives & Keywords for SYNTHESIZER feature: amalgamate, arrange, blend, harmonize, incorporate, integrate, make whole, manufacture, orchestrate, symphonize, unify, complement, fit, go with, suit, synthesize,

Alternatives & Keywords for TELEPHONY feature: car telephone, cell phone, cell telephone, cellular phone, digital telephone, field telephone, satellite telephone, wireless telephone

Alternatives & Keywords for TAG feature: add, adjoin, affix, annex, append, attach, check, christen, designate, docket, dub, earmark, hold, identify, mark, name, style, tack, tally, tap, term, ticket, title

Alternatives & Keywords for TAILOR feature: custom-built, custom-fit, custom-made, designer, made-to-measure, perfectly fitted, tailored, accommodate, adapt, alter, conform, convert, custom-make, cut, dovetail (slang), fashion, fit, modify, mold, quadrate, reconcile, shape, shape up, square, style, suit, tailor-make

Alternatives & Keywords for THERAPY GETS HARDER feature: analysis, cure, healing, medicine, remedial treatment, remedy, therapeutics, treatment, (slang) See EGH

Alternatives & Keywords for TRACK feature: footmark, footprint, footstep, groove, path, record, trace, tract, trail, tread

Alternatives & Keywords for USER feature: final user, ultimate consumer, client, consumer, customer, end user, patron, prospect, purchaser, representative, shopper, user, vendee

Alternatives & Keywords for USER KEYS IN feature: bat out, beat out, copy, dash off, teletype, touch, touch-type, transcribe, typewrite, write, inscribe, insert, intercalate, interpolate, introduce, list, log, note, post, put in, register, set down, take down

Alternatives & Keywords for ZONE feature: line of demarcation, neutral territory, neutral zone , belt, block, city, county, division, domain, dominion, enclosure, field, locality, neighborhood, parcel, patch, plot, precinct, principality, quarter, section, sector, sphere, state, stretch, territory, township, tract, turf, vicinity, ward
File: Features Intro / IMI Pat

PARTS – WITH RELATED PATENTS:

* Intro: All patents are US unless otherwise noted. See file "Introductory Notes - Less Important" for help in reading this file.

ACCESS = Gain access to electronic product's controls with a correctly keyed in combination.
-kw: access*, computer*, entry, (gain* or keyless) adj3 (access* or entry), password*, interactiv*
.--toy*, fun, play*, child*, kid*, image*, imaging, create, creating
-str: (achiev* or obtain* or accomplish* or get [or gets or getting] or gain* or keyless) adj3 (access* or entry)
-str: password* and (access* or entry). Str: security* and access*. Str: (draw* or create or creating) adj9 (access or accessing)

-US Patents: 5420925 5418842 5396609 5373557 5345579 Passive keyless entry system into car 5319364 507402 = "c" 5450524 5206905

. Improvement on patents:

-Patent: 5247497 Security systems based on recording unique identifier for subsequent playback. Information provided by U to system when they last entered is played back so U knows if someone else gained access previously. Assignee: Octel [big co].

--improvements:

-U = This N Sys (Patent: 5247497) ~ C =

ACCESS () // ANALYZER () // EDIT () // NR (u nr when (w5) u didn't check to see what their `unique identifier' (5247497 type input) was during their last session, sys is of no use if u doesn't check, and best if u checks each time) // OSC () // PR () // PS-Zone (sys "tracks" w5 u moved and or what they did (uip, gps)) // Q () // R () // ROUTER () // SCORE (u's previous score or "status" or "TDS" (previous usage) can be a unique identifier - this automatation helps the less creative / lazy u) // STATUS () // TDS () // T () // TRACK () // UIP ().

BA = Behavior Analyzer. Analyzes live behavior of people.

. kw:

-behavior* psycholog*, sociolog*, movement [moves, moving, move]

-animal*, human*, person*, people*

-study*, studies, analyz*, monitors, monitoring

. str: (behavior* psycholog*, sociolog*, movement [moves, moving, move]) and (-animal*, human*, person*, people*) and (study*, studies, analyz*, monitors, monitoring)

-US Patents: 5465115 Video traffic monitor for retail establishements & the like; 5433612 Electronic accountability system - "tracks" u and equipment = "ps-zone" / "track" / "uip" (develops uip-db); 5428392; 5426425 Intelligent locator system = track / ba / ps; 5424745 Detection method and system = track / ba / ps; 5386990; + 5250941 Customer activity monitor / 5245314 Location monitoring system = ps / ps-zone / track / ba.

. Improvement on US Patent:

5377258 Method and apparatus for an automated and interactive behavioral guidance system: u receives motivational messages (osc) to improve behavioral patterns; includes client db (uip); voice stress "analyzer"; client response required] =

-OTD (Other Technical Details) D: U = This N Sys (BA / 5377258) ~ C =

ACCESS () // ANALYZER () // EDIT (sys edits out less needed input from: u, uip-db) // NR (penalizes u when u acts poorly (undesirable behavior) = electric shock to body / "entertainment" sys N usage is limited (see KN)) // OSC (penalizes via harsh sounds = synth) // PR () // PS-Zone (u trained where its safe / u is not needed for work, eg: home, coffee room, recreation room, tv room) // Q (to build uip-db = needed by sys to

train u) // R () // SCORE (how well u's behavior is altering) // STATUS (of u's behavior) // TDS (w5 u behaved -> builds up UIP-DB) // TRACK // UIP.

BALANCE = Speakers' volume adjusts according to where person sits. System uses central point for two or more people. str: balanc*, audi*, speakers.
++ US Patents: 5287102 "Whenever the pointer islocated between teh leftmost and rightmost icons, the volume is balanced substanially equally between the two speakers" I.B.M. = "Balancer"

TRACKER = Sys tracks or monitors actions of user, or system.
-US Patents for BA / "Track":
5465115 Video traffic monitor for retail establishements & the like; 5433612 Electronic accountability system - "tracks" u and equipment = "ps-zone" / "track" / "uip" (develops uip-db); 5428392; 5426425 Intelligent locator system = track / ba / ps; 5424745 Detection method and system = track / ba / ps; 5386990; + 5250941 Customer activity monitor / 5245314 Location monitoring system = ps / ps-zone / track / ba.
. Improvement on US Patent:

5377258 Method and apparatus for an automated and interactive behavioral guidance system: u receives motivational messages (osc) to improve behavioral patterns; includes client db (uip); voice stress "analyzer"; client response required] =
-OTD (Other Technical Details) D: U = This N Sys (BA / 5377258) ~ C =
ACCESS () // ANALYZER () // EDIT (sys edits out less needed input from: u, uip-db) // NR (penalizes u when u acts poorly (undesirable behavior) = electric shock to body / "entertainment" sys N usage is limited (see KN)) // OSC (penalizes via harsh sounds = synth) // PR () // PS-Zone (u trained where its safe / u is not needed for work, eg: home, coffee room, recreation room, tv room) // Q (to build uip-db = needed by sys to train u) // R () // SCORE (how well u's behavior is altering) // STATUS (of u's behavior) // TDS (w5 u behaved -> builds up UIP-DB) // TRACK // UIP.

END THIS PARTS WITH RELATED PATENTS FILE
File: Features Intro / IMI Tie 2

MANY FEATURES W/ SOME OF THEIR MAIN SUB-FEATURES LISTED

Introduction: Main ways parts can link/tie together.
-How to use this file: Focus more on sub-parts without stars, and sub-parts that help develop the main part [versus how the main part helps other parts, since latter should have the reference under it]

-Parts labeled with *, are hopefully main sub-parts needed to make its main part family function. To reduce confusion, avoid using this file so sub-parts show how the main part helps another part; in other words, sub-parts are listed to help develop main part's sub-parts and possibly reduce repetition between similar main parts.
.-Parts labeled with * are only part of tie-ins with possible stars.
-Purposes of this file: Non-star parts might need merging and better redefinitions. Ignore most of the *labeled sub-parts.

MAIN FEATURE FOLLOWED BY SUB-FEATURES STARTS HERE:

ACCESS = brain order & timing nr ('notifier alerts user) q sa track
ANALYZER = coordinator router *order&timing *seek&react
-'Subsets of analyzer: 'coordinator; 'behavior analyzer; 'seek & *react; 'sound analyzer; 'uip (somewhat a type of analyzer); 'visual analyzer.
+ Nature of situation [that isn't completely wired into analyzer] is understood via multiple 'sensors, eg: sound and visual analyzers. See 'sensors.
ARTIST = *character *experience image mm *screen toy va
BEHAVIOR ANALYZER = experience *guide *Multi-User Predict *sa *Seek&React *status tgh *track uip *va
BALANCER = distancer osc ps zone
BILL / BILLING = score status tds track
CAMERA = Visual Analyzer See: Artist
CARTRIDGE =
CHARACTER = *experience image
CLAP = r
COMPOSITION (of sounds) = synth *sa *mic *dance *entertain experience motion-sounder *osc *sensor tilt toy vibration vr *wa
COORDINATOR = analyzer router *guide *seek&react *status *uip- tailor. This is a subset of 'analyzer.
'Sensor = coordinator: 'analyzes multiple sensors to get better understanding of situations.
DANCE = composition *distancer exercise locator motion-sounder zone tilt toy vr wa
DATA BASE = *analyzer *ba predict *sa *score *tds *uip *va
DISTANCER = balancer *dance *game locator motion-sounder ps *sensor.
EDIT = artist *camera *character image *mm *router uip-tailor va
EDUCATION = analyzer *ba guide *mood predict score status tgh uip- tailor
ENTERTAINMENT = *exercise mood *toy *vr
EXERCISE = *ba *dance
EXPERIENCE = entertain
GAME % = artist's-crawl *ba character tilt

GUIDE = analyzer education *interactive *score tgh uip-tailor

INTERACTIVE = *r seek&react sensor uip-tailor

K (Control via keys) = clap dance *interactive R ('remote control's 'analyzer 'adapts to user) tilt *zone

LOCATOR = see: distancer

MD / MOOD = BA ('behavior analyzer) entertain experience

MIC = osc sa synth

MODEM =

MORNING = BA ('behavior analyzer) entertain exercise experience interactive nr *osc R ('remote control's 'analyzer 'adapts to user) *score seek&react sensor *tds tgh tilt *zone

MOTION SOUNDER = compose dance distancer *osc vr

MULTI-USER * = BA ('behavior analyzer) *cart *edit

MM / MULTIMEDIA = artist camera composition edit

NOTIFIER = access *interactive score seek&react status track uip- tailor vibration

ORDER & TIMING = access analyzer morning seek&react sound-analyzer score status tds uip visual-analyzer zone. See: Sound Analyzer; Access.

OSC (Outgoing Sound Communicator) = balancer synth

PD (Positioning Device, GPS) = see distancer

PREDICT = *analyzer BA ('behavior analyzer) *coordinator *education *guide *interactive *order&timing *q *route *seek&react *sa *tds uip w5

Q = analyzer *db *education guide *interactive *predict uip

R = access clap *interactive see-k sa tilt *track *uip VA ('visual analyzer 'seeks & 'reacts to designated 'images) *zone

ROUTER = *analyze *ba *coordinator guide *sa *score tel *track uip *va

SCREEN = interactive-k nr replaces-osc*

SCORE = *analyzer ba *bill seek&react status *tds

SEEK & REACT = analyzer ba interactive motion-sounder nr ('notifier alerts user) *order&timing *score sa *status *tds track uip zone

SENSOR = *analyzer mic *motion-sounder *order&timing *predict score 'seek sa status *tds *tilt *track uip vibration va *zone

SOUND ANALYZER = analyzer ba interactive k locator *nr predict score seek&react sensor status

STATUS = analyzer bill score sensor tds *uip *zone

SW (Software) = *analyzer *cartridge *coordinator *db *interact *score *status *tds

SYNTHESIZER = *analyzer *ba compose-overlapping *entertain *exper *interactive mic motion-sounder osc *predict sa uip

TEL = *interactive *mic *modem *osc *router *sa

TDS (Time Date Stamp) =

TGH (Therapy Gets Harder) = *analyzer BA ('behavior analyzer) *coordinator education *entertain *game *guide interactive *multi-user *order&timing predict q *router *seek&react status uip

TILT = artist *balancer *composition dance distancer interactive *motion-sounder R ('remote control's 'analyzer 'adapts to user) sensor vibration

TOY = artist *distancer education entertain exercise experience game mood motion-sounder seek&react tgh vr wa

TRACKER = access *analyze ba *bill distancer *guide locator multi-user nr ('notifier alerts user) *order&timing ps *predict router score *seek&react sensor sa status tds uip VA ('visual analyzer 'seeks & 'reacts to designated 'images) w5 zone

U (User) % = Systems that can be users in addition to people: access [accessing system part or person] *game multi-user R ('remote control's 'analyzer 'adapts to user) router [what's being routed] sa [what makes the correct sound can use system] tel [accesses system via tel] uip [whatever meets the uip profile, becomes an accessor]

UIP (User Information Programming) = UIP-Access, UIP-BA, UIP-Edit, UIP-DB, UIP-Router, UIP-Tailor+, UIP-Track. UIP applies to all IMI.

UIP = UIP-Access, UIP-BA, UIP-Edit, UIP-DB, UIP-Router, UIP- Tailor+, UIP-Track

VIBRATION = *dance *exercise interactive motion-sounder r tilt vr

VISUAL ANALYZER = *analyzer artist camera *guide *interactive mm *predict R ('remote control's 'analyzer 'adapts to user) screen score status

VR % = *balancer dance *distancer *entertain *exercise *interact *locator motion-sounder mm predict r router screen *score *seek&react sensor *sa *synthesizer *tgh tilt toy uip *va wa *zone

WA = *exercise *nr *osc *sa *tel toy vr zone

W5 =

ZONE = access ba balancer dance * distancer *locator *route *score *status tds tracker uip visual-analyzer wa

CONCLUDES FILE ON HOW FEATURES CAN LINK TO MAIN SUB-FEATURES

File: Features Intro / IMI Exist 2

EXISTING PRODUCT EXAMPLES RELATED TO OUR FEATURES IN 1996 *

Introduction:

-Products listed in this file% exist, and exemplify optional embodiments of the parts as mentioned in descriptions of new inventions.

-Product description can also include new inventive material based upon / correlated with the existing products.

* The part heading to which the existing products are tied are part of the "branching system" as described in the main "Introduction to product descriptions". Manufacturers are probably in America unless otherwise mentioned. Any dates directly tied to existing products are probably the date(s) when its product publicity was published. Brief description of each part pre-cedes existing products only to help familiarize reader on general orientation of part.

ACCESS = Gain access to electronic product's controls with a correctly keyed in combination.
-Electronic fence: keeps pets away from underground voltage wire, since dog's collar emits negative signal when dog comes near. Replaces need for common fences. Sold by Alsto's at 800 447-0048, and Comtrad Industries 800 704-1121, and Sharper Image. 94-9/95.
--unauthorized people can / can't = gain physical "access".

COMPOSITION * = Electronic Music Composition: Another variation of product can also be used to create interesting music.
-Interactive virtual guitar computer game: If you manage to play along to the songs correctly, you advance to a higher level of music playing. See preset images as you play. Sold via Skymall at 800-424-6255, #63004 '94-95.

NOTIFIER = User is notified on the status of any situation.
-Gadget lights up during earthquakes. Sold by Innovative Electronic Solutions Int'l, VA. SF Chronicle Feb 1, 95, Page Z2.
+--"Track": states if type occurrence occurred within (which) designated area, eg: breaking glass, other break-ins, fire (temperature sensors), chemical accidents/leaks.

-"Notifier" signals when train tracks are blocked: laser lights notice any blockage. Nikkei Weekly - before early '95. Developed via Japan Aviation Electronics Industry Ltd and Eas Japan Railway Co.
-Car owner "notified" when their car is being broken into. Nikkei Weekly - before early '95, under article titled "Crime rise boosts sales of auto anti-theft devices.
-Alarm sounds when "notifier" detects slight changes in air current within car. Sumitomo Metal Mining Co, Japan. Nikkei Weekly - before early '95, under article titled "Crime rise boosts sales of auto anti-theft devices.
-"Notifier" seeks changes in infrared radiation (body heat) emitted inside car. Nikkei Weekly - before early '95, under article titled "Crime rise boosts sales of auto anti-theft devices.
-Auto voice dialer alarm: when motion detector ("sensor") activated = predetermined telephone numbers are dialed = receiver hears pre-recorded message, eg: this is John, my home at ----- is being broken into.
. Existing Canine Systems:
Introduction: Also applies to parts%: R, Access, Track.
-Stop excess barking by emitting high pitch sound. Sold by Alstos at 800 447-0048. '94-9/95.

-Electronic fence: keeps pets away from underground voltage wire, since dog's collar emits negative signal when dog comes near. Replaces need for common fences. Sold by Alsto's at 800 447-0048, and Comtrad Industries 800 704-1121, and Sharper Image. 94-9/95.

-Prerecorded dog barking heard when someone comes near, eg: as detected by motion "sensor". Sold by Sharper Image 6/94, # SI600; and Comtrad Industries 800 704-1211.

OSC = Outgoing sound communicator signals user when a function within the device occurred.

-Wireless speakers: pick and go almost anywhere (within home), #45121W & 53111W. Also wireless headphones, #53577W. Sold by Hammacher Schlemmer '94-'95. Speakers also from Comtrad Industries and many other manufacturers.

-Device mutes car stereo for incoming and outgoing calls on your cellular phone. Comtrad Industries 800 704-1211.

--OSC is stopped / volume reduced when certain / important occurrences happen, eg: alarm, bell rings (tel, door, alarm, (cooking) timer).

R = Remote Control

-Datalink Watch: Downloads information from your computer. Store appointments, tel numbers, to-do lists... Made by Timex, USA.

-Wireless computers mouse that is moved in 3-D within room. Manufacturer unknown. (Maybe another co other than Creative Lab.)

-Pass hand in front of stereo activates snooze function (turning off sound). By Magnavox, sold by Wireless at 800-726-8742 #31014 '94-95.

-Adjust angle of tv via remote control. Sold by Skymall at 800-424-6255. #63004. '94-95.

-(Video camera)'s controlled by eye movements via its = "sensor". KN: for controlling any other electronically hooked up system. Canon. SF Chronicle Aug 17, 95, page c3, Col. 1.

-Voice Command Remote Control. Trade name: VCR Voice Programmer. Sold via Hammacher Schlemmer 9/94, #53554W. Also sold by Comtrad Industries at 800 704-1211.

-Leapfrog: Converts (infrared) remote signal to (radio) frequency. Enables the signals to pass through obstacles. Comtrad Industries 800-704-1211. '94 - early '95. Earlier KN (invention(s)) too?

TRACK = Sys tracks or monitors actions of user, or system.

-Gadget lights up during earthquakes. Sold by Innovative Electronic Solutions Int'l, VA. SF Chronicle Feb 1, 95, Page Z2.

+--"Track": states if type occurrence occurred within (which) designated area, eg: breaking glass, other break-ins, fire (temperature sensors), chemical accidents/leaks.

UIP = User Information Programming. System uses collected information about user to better serve them.

-UIP - T (Telephony): [People kept on telephone hold hear advertisement and other informative recordings (according to caller's UIP profile (their caller ID = database(s)). Caller can also hear recordings during busy signals. Average phone call answered in four rings according to study.
San Jose Mercury News 6.28.94, page 1E. Quantum Systems Inc, Ramsey, NJ.]
--callers choose what they hear/get (via on-line/fax) from server's sw ('tailored software) menu.
-Radio Broadcast Data System: 1] U's radio interrupted to give traffic or weather warnings (KN: combine gps = sys). 2] "s" shows messages from stations, eg: song name & artist & advertising & kn-other uip-communication. USA Today, Feb 22, 1993, front page.

END IMI EXIST FILE: See Main Parts File and their Appendixes!
File: Features Intro / IMIT 7

" T " TELEPHONY FEATURE MANY OF ITS SUB-PARTS

Intro: This file includes additional definitions to Parts for products in telephony, communications, interactive multimedia. These definitions are part of (to be merged with) " Main Parts " file. Definitions herein are only minutely more important than Parts file. However, if there is a question (conflict, such as between this file and Parts File) this file's Part take dominance (are the default). For: Telephony, * Electronic Communications, % Remote ("R") Interactive Electronics, % Multimedia, etc.

GENERAL: One, multiple and or all of these telephony Parts can be incorporated into one or more large complex telephony network systems covering multiple locations (integrating different systems). "C" is the center of the merged diagrams and descriptions.
-When "TEL" / "T" / "D" are used in N (Product Numbers) other than those in this file (such as those whose main features may / may not be telephony), it refers first to `telecommunications' simply, then branching further out into all the telephony Parts contained in this file.
-The following products also apply to ^: all types of tel instruments (home, office, professional), multimedia (video, cable, video phone), interactive audio/visual/data (voice mail, toys, entertainment), wireless communication (Mobile, Cellular, PCS (Personal Communication System), %GPS, Walkie Talkies, pagers).

TELECOM PARTS

ACCESS * = Access to tel functions is restrictable: Telephony functions are limited/modulated/controlled/ permitted/"access" according to the type "cart"/"access" put into/"uk" "tel". Examples:
--W5 type calls allowed (to whom; system can request information from user before allowing "access" into desired mode/to desired tel #.

-D: 1User = 2UK~3TR(speaks) = 4TEL~5C = 6TR = 7TEL/8C/9MFH

-7MFH analyzes ACCESS code from CART/PD and intern permits applicable functions/ACCESS.

-3 Remote ("R")

-O-Direction Finders: "GPS" type systems incorporated into mobile tel units. Information is available to user according to his/its location (system acts as tour guide: better than the current system which is restricted to users being kept in the bus; system will guide person as well (where to go next, while person can also use a map from "display"/printed (out)))

-D: tel~pd~c~printer = mfh~live person who gives information\tel-o-C5 Intelligent hotel room key goes beyond old magnetic card keys, has circuit chip. Can be programmed re data pertaining to user, billing, etc. 18 Dec 92 X. Card enables activation of "tel". D: C5=tel/tr=remote

%-o-C78 Device warns user if they forgot to lock up when leaving. Door is blue when locked, red when unlocked. 20 Dec 93. D: C78 = c = "tel". User alerted (via: "tel"/tr/notifier) whenever unauthorized person has entered door (didn't user correct "access")

+5A-700 Incoming/Outgoing Controller: to activate outgoing call feature, first press a special button (once or any number of repeated times in sequence) which lets you get dial tone. Caller must dial the numbers soon thereafter or dial tone is lost and any pressing of other keys on pad are ignored. Additionally, there will be a ring if an incoming call comes and can only be picked up (if handset is off hook) by pressing the same or other special button - this prevents kids/pranksters from answering the phone.

-OTD: requires memory of fewer codes; lets others use your tel too allowing for greater flexibility; can restrict any/all calls (long distance; by area code/specific tel numbers (caller id restricts how certain calls are picked up); incoming and or outgoing calls)

-Parents can't always control their kids from using the tel; hence this is a valuable feature.

-D: tel=c (memory; caller ID recognition & processing) = tel line

* 5A-701 Long Distance Controller: Restricts access to long distance dial out functions via first:

-needing to "uk" "access", eg: wait exactly __ seconds after picking up receiver before beginning dialing / key changeable code prior to dialing, the user's tel instrument or its "mfh" will allow dialing out

+ Offer free telephone instruments which automatically dial into your system. An extra button dials the access tel number automatically. Give free telephones in countries like Japan where they are extremely expensive. Applications: long distance tel communication; information from mfh (weather, news, entertainment); dial into your mother/lover.

-They can also be produced cheaply and given as promotion.

-For people shopping for new phones, let them buy the instrument which comes with a credit for long distance or other services.

-Any other type of t/mm related service available via "tr".

ANSWERING MACHINE = Telephony Answering System.

OTD: ACCESS *(); %ARTIST (make art and leave such as messages; caller's or receiver's systems may: prompt user, offer the hardware/software for doing function); BALANCE *(); BVA (); CID (); %CAMERA (LENS) (); %CART (leave cart as part of U's incoming/outgoing message); CLAP (); %COMPOSITION (make music and leave such as messages; caller's or receiver's systems may: prompt user, offer the hardware/software for doing function); CONFERENCE (); FS (); % GAME (make games (return your moves) and leave such as messages; caller's or receiver's systems may: prompt user, offer the hardware/software for doing function); K (); MFH (); MIC (); MOUSE (); MP (); MULTIMEDIA (); MULTI-USER (for caller / receiver, eg: key in code for type person wanted ("voice mail")); NOTIFIER (); NOTIFYING CALL (); PORTABLE (); PRINTER (); PS; R (); S (); SCORE (); SOUND ANALYZER (); STEREO * (); SYNTH (); TDS *(); TRANSFERRING INTER-SYSTEM TELEPHONY (); UIP *(); UK (); VISUAL ANALYZER %(); VOICE MAIL (); VOICE MODULATOR (); VR % (); WA %(). Following are part of the additional possible examples: * 1C-071 Multimedia Answering Machine:

Leave (video) messages for people in your office or home. Also has interactive video feature, whereby user can ask questions and get more information.

-Like a tel answering machine, leave multimedia (audio/visual) messages on another's machine by transferring data via wire or air waves.

-All operations also include standard telephone (audio only) answering system. Outgoing announcement can be received both audibly, or audio/visually on caller's device; receiving device prompts caller with audio and or visual signal to send their a/v signals (though only audio can be accepted as well if caller's system is more limited).

-Can work with the cruder current video telephones, and with more sophisticated future models.

Footnotes:

Also acts like a fax receiving machine.

. -If caller's device doesn't allow visual transmission, or if there is technical failure, system will work just in audio mode

.-Additional application: receive video clips at any time of (shows, instructional nature [user can request from manufacturer detailed instructions on how to operate, repair, etc their product])

-Old Footnotes: display ("S"); "C"; pp; mp; uk; date; states the time and date of incoming/outgoing messages automatically; interactive; toy; all; entertainment; "mic"; synth; mfh; bp; alerter; osc; vc; score (number of messages); cart; tel; sp tel; tr; mo; FS; cp; mq; access; character.

-Makes it easier to decide who's message to answer; better way to communicate yourself.

. 5A-5 > o Auto Call Back:

-H-should caller not leave their message, machine can call back number and leave message in answering machine owner's voice stating they wish they left a message.

-May store numbers of everyone who called and who then hang-ups (this is already in existence)

-Also returns crank (obscene) phone calls with special statements recorded by user and or manufacturer

-Tells person who has called in any selected past time period, "you have called again and you're not leaving your number, how can I make contact, please leave your message"
-[May or may not be legal]

. 5A-051 H o Beep: this sound should have psychologically arousing effect. Makes listeners feel: happy, or sexual, or excited, meditative and relaxed, soothed, advertisement, humor (laughter can replace beep), animal sound replace beep (maybe record your own animal), and or any other sound giving caller the mood of wanting to leave message/feel friendly/good
. 4A (before#1) o code each message by (person's name, topic...) then micro chip files for future reference
. 5A-3 Answering Machine Features: outgoing beep and or sounds and or conversions of outgoing messages - all in frequencies, rhythms scientifically proven to enhance health, feeling of well being, happiness.
-Machines might even state they are such a health product, making callers happier to have called and feeling less put off by the conventional impersonal machines, while they get their healthy and or creative boost.
+Depending on caller's telephone number (via caller ID system), outgoing message is pre-selected for them by user.
-Interacts with caller's voice pattern to design psychologically fitting sounds
. Answering Machine With Outgoing Voice Synthesizer: select the type of outgoing voice wanted with any background sounds, and be other characters in your outgoing messages.
-Recording function of system allows user to record onto cassette tapes, etc for insertion in any other sound-creating device.
? - Answering Machine with Voice Synthesizer: Alter your outgoing message so it is more appealing. People will like you more {they often think about you objectively when listening to your voice (from a distance), where they have the choice of responding or hanging up.....}
. Exists: Language selection: press right number key to get instructions in desired language
5A-4 H Answering Machine Game: caller is asked to play game. Game can include any of the following: trivia questions, questions about the person being called; caller must state their preference for whatever asked, eg: favorite color, food, famous person, country, music, musician, etc.
-Answers to multiple choice questions answered by pressing right number on tel key pad; or announced verbally onto machine
-Caller might only get through to live person, or be allowed to leave message if they leave the type answer machine/user wants to hear. Listener can hear in and scream call too. Machine might say the following in response to answers: very good; now you can speak with....; sorry please try again on your next call; don't call back until you .....; your answer(s) are being processed; etc.
-questions programmed/installed by user/manufacturer
. 5A-6 H Store certain tel messages in electronics. Can then listen to whenever user wants without interfering with future incoming messages.

-retrieval process: key in request for old stored messages that have already been listened to, then either give date or person's message or ask date or person's messages in memory

. 4C-160-000000 Tel Answer Delay:

If person can't easily get to the tel in time, they can send signal which tells caller "please wait, I am coming to the tel".

The signal can be generated by: voice recognitions system; pressing of button that is connected via wire, or remote ("R") control; use of clap; or all calls are handled with such an announcement when system knows user is at home

-caller hears the live voice or recording

* 8B-310 upon entering dwelling or room, device picks up person's distancer and will alert them if/when: 1. they have a message. The scream there could show and or print out message at that time, if the person requests. 2. show their calendar for the day, week... 3. meetings they are scheduled for 4. events that could be of interest to them

-the response person receives might indicate level of urgency in communication, eg: less urgent; urgent; very important. Person might be busy with something at that moment.

-marketing: get your messages more quickly and easily; be notified when you have important messages instead of having to wade through less urgent messages often. Helps replace need for secretary.

-categories: door chimers, door tv, answering machines, software, computers, pagers, intercoms.....

* 5G: Tel Answering Machine:

Program the time(s) in which incoming calls are to be:

a] call forwarded to designated tel # (10-11am calls go to tel #1, 4-7pm calls go to tel #2); b] tel answering machine picks up calls automatically (user may or may not be "notified" of incoming call); c] time of week effects type of outgoing message. Also SCORE

-it's inconvenient to have your tel call forwarded to someplace where you aren't; user might forget to reprogram (pp) their TEL from remote ("R") location so this TDS controlled system useful.

End Answering Mach

. Voice mail and virtual secretary: identifies important incoming calls and either takes a message or patches call to recipient whether they are on the phone or at another phone elsewhere. For details call 415 834-9453, or 800 WILDFIRE. See article in SF Chronicle, p. D1, June 16, 1996. D: "answering machine" = wildfire.

ARTIST ** = One or more users can make/design art/[mm shows/programs/games] by interacting with each other / "mfh", via "t" or other "tr". "Mfh" can be programmed via: UIP/PP/MP/CART. D: User's C~User's C = MFH (CART, T).

-OTD (Other Technical Details): ACCESS *(); ANSWERING MACHINE (); BALANCE *(design the sound effects to accompany the U's mm presentation); BVA (each character/visual element in mm presentation

responds/speaks with observer/u which interacts, differently according to latter's uip); CID (); CAMERA (LENS) (); CART (); CLAP (); COMPOSITION ** (); CONFERENCE (); EDUC (); EXERCISE (); FS (); GAME (); K (); MFH (); MIC (); MOUSE (); MP (); MULTIMEDIA (); MULTI-USER (); NOTIFIER (); NOTIFYING CALL (); PORTABLE (); PR (mm show could be created using `author software'(from M/other party)(via tr w another c)); PRINTER (); PS; R (); S (); SCORE (); SOUND ANALYZER (); STEREO * (); SYNTH (); TDS *(); TRANSFERRING INTER-SYSTEM TELEPHONY (); UIP *(); UK (); VISUAL ANALYZER %(); VOICE MAIL (); VOICE MODULATOR (); VR % (); WA %(). Following of this section are part of the additional examples:

BALANCE * = According to PD (GPS) location, tel's speakers and other functions balance accordingly. PS system can use the PD's location to do what it wants according to the software used.
-incoming/outgoing calls transactable based on tel=pd's location.
Eg: users #10 & #40 can only dial certain area and or tel # from room #20.
-D: pd = remote ("R") = mm~c~t = osc
--OTD: uip (studies w5 of user) = mfh
-MM: Visualize user from their different angles according to your position in relation to your video tel. The position of the object effects the audio mode as well (humming instrument shown on left side of S, has speaker(s) towards the left humming louder than other (speakers/%vibrators/%notifiers))
-multiple cameras shooting from different angles

BASIC = Applies to all Telephony products. #1 Any portable unit (handset) used by U is solar powered too. (Just let it sit in sun.)
-D: telephony device (C) = tel line = receiver = signal converter = c = osc / mic = signal converter = tel line = telephony device (c)

BVA = Behavioral Voice Analyzer.
D: BVA = C = T
-OTD: ACCESS *(access is given to those people which exhibit behaviors/voices meeting requirements (what access has on U's UIP in its memory); ARTIST **(); BALANCE *(); CID (); CAMERA (LENS) (the visual effect in mm tr, is altered according to bva/uip of user); CART (each cart^: seeks for different signals in determining U's behavior / has different pr which takes and then processes BVA's signals accordingly); CLAP (); COMPOSITION (); CONFERENCE (); EDUC (); EXERCISE (); FS (); GAME (); K (); MFH (); MIC (); MOUSE (); MP (); MULTIMEDIA (); MULTI-USER (); NOTIFIER (); NOTIFYING CALL (); PORTABLE (); PR (); PRINTER (); PS; R (); S (); SCORE (); SOUND ANALYZER (); STEREO * (); SYNTH (); TDS *(); TRANSFERRING INTER-SYSTEM TELEPHONY (); UIP *(); UK (); VISUAL ANALYZER %(); VOICE MAIL (while u is on hold / being call routed they hear sounds/info tailored to their behavior/uip. One party can designate what other caller gets while they are on hold, eg; according to their

behavior/uip/what u wants listener to buy and or do); VOICE MODULATOR (); VR % (); WA %().

Following of this section are part of the additional examples:

G. Voice Actor: System analyzes speakers' behavior (callers/receivers of calls) (via "sound analyzer"). In tern their voices are modulated in order to help achieve desired effects (boost^: sales, work performance, improve rapport, make longer tel calls).

-System modulating sounds responds quickly and is controlled by C (UIP / uk objective of communication), which analyzes sounds and makes determined voice modulations.

G. "Speech" ~ "Sound Analyzer" (determining speaker's behavioral modes) = UIP.

Applications: if user is lying and which words tie to the lying behavioral mode; boost sales

-OTD:

.-^D: 1uk(2pp/3mp) / 4**remote(2pp/3mp) / 5**clap (6"speech"/**pp/**mp) / %7[signal(s) tr between other (related) product unit(s) / part(s)] / 8**mfh / 9**mq / 10**uq = 11[tr/rc] = 12+C = 13[tr/rc] = 14+applicable product's description's desired function(s) are controlled / 15**other desired applications / 16**"notifier"(osc) ~ 17**"score" ~ 18*"display" / 19**"cart" / 20*UIP / 21**"printer".

-D Notes: 1/4/5/6 (helps) control system (turns system on and of / controls other functions)^:

-See Parts& for less crucial details

G. User accesses mfh for desired `effects' via "tel". Effects^:

type sounds / music. With UIP system is well able to design the desired sound effects.

5A-880 Voice Analyzer: tells user the behavioral mode speaker was in while leaving message.

-user can opt to have analysis at command of button(s)

-D: speaker~tel=mic=c(sound analyzer/UIP)~mfh=osc/notifier.

-tel call is routed in tel system according to caller's profile (UIP, valued customer known via tel#, area code). This function is in earlier N.

5A-910 Voice Analyzer: "display" shows the additional level of voice modulation (inflection) needed to achieve aim. Additional level needed can be based on what the synthesizing equip needs to do, or how the singer with only their natural means needs to make alterations

-aim can be determined via^: selecting from option in menu; PP; UIP

-ap: good for music education; useful in my computerized musical instructor product too; teaches people how to be more polite (on or off tel); analyzes if speaker is good enough to be hired for job; analysis of speaker useful for developing UIP.

5A-940 Voice Analyzer: recognizes voice's emotion and analyzes the feeling and or behavior of speaker. This is part of a larger product with other features.

5A-800 Voice Recognizer: transmits speaker's words onto scream. -converts into language(s) of listener(s)

4C-090 Call Screener and Director:

Based on the person's behavioral sounds on tel, eg: tone, system directs caller to applicable person (eg: matches caller's psychology with sales rep's (live or machine) voice and behavioral pattern. Boosts sales. Also screens out unwanted calls into the voice mail trap, etc.

-Related to: 5A-880-04200A Voice Analyzer: tells user the behavioral mode speaker was in while speaking, or leaving message on answering machine.
-user can opt to have analysis at command of button(s)
-related to 5A-940

CAMERA (LENS) * = Integrated into the MM T (Video Phone). Both person on other end of tel line, and U can see themselves and the other U.
-D: lens=camera=recorder= tr to S of all connected U
-C34 Remote ("R") Control Video Camera - moves camera into desired angle. 20 Dec 93 X. C34 = "tel" (control via tel)~remote

CART = Can make the C~T system into a completely new product. One or more slots in TEL take one or more different CART. Examples of what CART can do:
-D1: c/mfh/tel = tel line = tr=tel=c~(display/uk/osc/printer/mfh)=cart
-Otherwise, the TEL can become a CART into the systems mentioned below.
--D2: System (product category mentioned below)=c~(display/uk/osc/*printer/*mfh/*mq/*uq/pp/mp/*uip)=cart (tel/*(radio frequency tr/rc)/*mo) = tel line = c/*mfh/tel
-OTD: the merging/interfacing of category with tel is done either via CART, and or plugging the systems into each other via^: wire/wireless data tr; a "C" is located both in the "tel" and the category product, each having their softwares compatible/integrating with the other parts of the entire systems.
--Why tel merged w product: The "tel" function serves many possible uses to the category product, one or more of the following may apply^: data from mfh (feedback/uip/database access/memory storage and retrieval); allows control of system from distant location ("remote"); convenience of having a "tel" as well. At designated time TDS, system will communicate the fact via "tel"/tr. "Score" is tr via "tel". Two or more of these systems can "interact" via "tel", with or without assistance of mfh.
--Misc: the C found in each unit/main sub-unit of system allows for software (CART) insertion.
-for *additional details on applications for each category product, see filings showing how these products are utilized.

CID = Caller Identification Systems (Caller ID, Ammie):
-D: Caller's tel = tr their CID = CID recognizer = C~T.

<> 5A-900 In-coming Telephone Sales System: Caller ID determines how call is handled within large tel networks:

Incoming calls to large sales networks are routed according to caller's caller id. Proven to increase sales. Applications include:

1] Calls are routed to the sales representative handling caller's territory.

2] While on hold, callers hears news from a radio station broadcasting from their area code; or (product / news) information according to their UIP.

3] The speaker's voice is slightly modulated, proven to create greater rapport, according to the regional accent from caller's area code/caller's behavior (BVA-Behavioral Voice Analyzer).

4] Calls from telephone numbers with favorable past customer history are routed to the most effective sales people. Studies show some sales people are more effective with cold call sales while others are more effective selling to established customers, all depending on the sales person's characteristics.

5] UIP / BVA determines if soft or hard tel skills are needed (for technical support service) and: a] routes calls to people w such skills; b] signals call receiver before call is answered as to type skill needed to interact w caller.

6] According to information being fed into computer ("C") (during telephony interaction) system will better know (possible) responses to be made by human / system.

7] Less desirable calls are: a] put / kept at the back of the cue of callers waiting on hold; b] given lower quality (sales) personnel. Especially conducive to nationally promoted telephone numbers, where special customers aren't given special numbers.

*Notes: .-speaker's voice is modulated. Eg: callers from southern USA have different sound preferences than northerners. D step 1: caller id=tel. D step 2: speaker=c (voice modulator according to caller id) = modulated voice transmitted over tel line

.-caller identified via^: area code; caller id (uip (customers history)).

-"caller id" and related concepts can be replaced in this filing's descriptions as any way via which to tag a caller, including their: PIN, customer name (which might be typed in by recipient / caller (when call starts)), area code, % type activity (service/product) desired/being conducted.

* Psychologically adjust to type caller: Voice synthesized for targeted purposes (Caller's ID / UIP designates type caller). Convert voices into those which create the feelings of: passion, friendliness, energy, intelligence, impatience and the expectation that the listener perform their work well (studies show that speaking to people in certain voice tones tends to create better work results from them)

-- eg: customer service department's synthesizer modulates sounds by volumes, treble, bass (if above a certain range)

-OTD: the sound change can be automatic(MP)/PP

-applications:

--C decides type voice frequency desired for particular applications. 1] UIP determines frequency (in sales, the caller ID of customer labels desired frequency); 2] K211-5A-890 - converts typed words into sounds.

*-o-Modulate the sound frequencies of calls to induce both longer calls and more repeat calling. Eg: eliminate some of the unpleasant sound frequencies; synthesize in pleasant sounds. By satisfying both sides of conversation, calls can be increased, developing more favorable attitudes towards the other party and the tel itself.

-also: calls to/from particular regions can be modulated accordingly, eg: calls from norther US (known for sounding rigid) might be given a slight "twang"/other modulations to make the calls appeal more to southerners. Below is related to above or? Below was dev 3.94:

<> 5A-900? Caller ID determines how call is handled:

-o- Caller ID can be incorporated into PS system too D: PD~Tel (caller id's identifying transmission) = PS (caller id recognizer) = c (analyzes/process/[forwards tel call]/uip]. Example: both the user's location and caller id are used to^: treat this party accordingly / develop uip or score.

OTHER APPLICATIONS FOR 'T (TELEPHONY): CALLER ID = C~TEL = TEL~C:

ACCESS **: caller id acts as one of the forms of an access code.

ARTIST *: multiple artists can make art together (multi-user) in real or step time, via tr/tel line, system recognizes callers and has UIP according to caller's/user's caller id and or access code;

CART *:; CLAP:; COMPOSITION *: multiple composers can make music together (multi-user) in real or step time, via tr/tel line, system recognizes callers and has UIP according to caller's/user's caller id and or access code;

DATA BASE: Matched with caller's ID / their PIN / customer name / other such taggable element. Uses^ key word search to locate all applicable data on desired caller / customer. Customer may have multiple tel #'s / PINs. Use national databases too, eg: from Dunn & Bradstreet, telephone number databases (from tel service providers), etc.

DISPLAY ("S"): (shows: caller's tel #, and any other info about person user is speaking with (either user called them / they called user) such as their: address, how their tel number is listed with the tel company / tel book, advertisement by-lines and or descriptions about the other party (as provided via UIP); ENTERTAIN:; FS **: attached to tel in diagram; GAME **:(each participant's caller id acts as one of their possible "access" codes); MFH: (UIP: develops analysis of callers (according to their call's W5)), can be conducted by tel line provider (US Baby Bells));

<> MORNING *: each caller id gets different type of interaction also according to their UIP; PP/MP:; MQ/UQ *:; MULTI-USER*:; NOTIFIER:; OSC:; PD/GPS: C (UIP) analyzes both user's location (pd=tel) with their caller id; PRINTER *:; Remote ("R"):; SCORE:; STEREO:; SYNTH:; TDS *:; TEL:; TGH **:; TOY *:;
<>+ UIP : caller id helps c/mfh identify caller, and hence develop/provide information pertaining to UIP, D: caller's tel = their caller id = tr = tel = c~mfh = uip; UK: via C user can pull up information about a particular tel # / user's name/function and get data on their: history and other UIP information; WA's tel has caller id, D: wa=tel.
<> 5A-900 Related N. In-coming Telephone Sales System: Caller ID

Study customer behavior via (UIP) by merging following data^: items purchased over tel line, purchases made with their cards (credit cards, other member related cards) in other modes too. This way marketers develop detailed calculations about user / general market: what that person is likely to buy; past, current and future trends.
-in this manner, marketers can pin point potential buyers without inundating them with material they're not likely to buy resulting in excessive advertisement exposure of their brand names and wasted costs; and buyers begin to see such brand names in a more appealing light (that brand fits their lifestyle).
.-this UIP data can be shared between some or many firms, the more sharing the larger & more complex the database system, and more accurate in determining customer characteristics.
o-"sound analyzer" also helps in analyzing caller's behavior to some degree, and this can ad to the UIP's databank of info.
<> 6B-020 Caller ID Screener: Unwanted calls are channelled to the tel answering machine mode. Exists.
-Caller ID system gives certain incoming tel calls (based on their tel no) the tel answering machine recording.
Caller ID: system will respond to caller's tel number as user programmed:
-tel never rings when you receive calls from unwanted people (always gives a message to those you wish not speak with, so that you don't have to bother picking up tel or checking to see the tel number of caller on display ("S"). lets user pick up tel at other times with less risk of speaking to person they wish to avoid)
-gives different messages to certain tel numbers calling in
-has choice whereby user doesn't even have to hear the message from caller if user wishes to program device such. Eg: caller thinks their speech is being recorded; or device records yet listener needs to use extra keys in order to retrieve these less desirable messages (desired and undesired messages are stored in different places)
-When receiving another call on telephone, radio wave, etc the first, or second incoming call displays its tel number, caller's identification, etc. allowing receiver to choose to answer the call.
-Should call be undesired, receiver may opt to have incoming communication handled by a tel answering machine or related device. Or to keep things simple, any such unanswered call automatically goes to the answering machine.

Footnotes: Undesirable messages might automatically be erased after one hour or after user picked up tel, which ever happens later; Parts: all; display ("S"); pp; mp; uk; date; interactive; "mic"; synth; mfh; osc; vc; cart; access.

O- 4C-042-000000 Personalized Outgoing Recording:

Caller ID states whom call is from. If receiver doesn't want to take the call, they can pretend not to be at home but to have created a special message for this caller. The important point is that a beep follows the spontaneous message spoken by user into "mic", so that caller thinks they received a personalized recording only. Even the audio message heard by caller could lose some of its quality to help caller feel they reached a machine.

.-works with 4c-040, 4C-041

-OTD: display ("S"); pp; mp; uk; tds; basic; osc; vc; speech (tells who call is for and from whom); vc; score%; sp tel; cp; uq; pi%; multi-user; notifier.

.<> 8B-170-083001 Advanced Tel ID: Know more about whom you are speaking with. Example: their address and to whom the tel number is listed, etc.

-applies whether other party called you, or you called them. Get more info about party you called without even needing to activate their tel's bell; by just going into database using their tel number

-Receiver's ID: know if tel you are dialing is a cellular/mobile tel and or if it is being call forwarded and or tel number or type tel line to which call is being call forwarded.

-recipients may opt for such information not to be given out

-H [government regulations may not allow all aspects of the idea, depends on the country]

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-also learn above and the following about the tel number you dialed, or the tel number that dialed you: the name in which the tel is listed, their address, when the tel service started, any major complaints against company, status of the company - such as if it has filed for bankruptcy.

-also learn: how many calls they ever made from that number that day/wk...

-OTD: display ("S"); "C"; pp; mp; uk; tds; basic; au; mfh; speech; vc; score; cart; sp tel; (also identifies tel numbers for modems, and faxes); cp uq; mq; access; uip; multi-user; notifier

A2-310 Tel Regionalizer: caller hears accent and music popular for their region of country, according to tel area code while going through voice mail or on hold. If available employee with that accent will take call (perhaps central number transfers calls to same region of country where employee there takes call).

4C-040-103005 Caller ID Activated Speaker Tel:

System automatically puts calls from special people onto the speaker. Answering machine takes call if user is out or doesn't answer.

-When calls come from certain tel numbers, the speaker tel automatically picks up the call.

.-works with 4C-041, 4C-042

-OTD: display ("S"); pp; mp; uk; date; tds; basic; caller identification system (identifies caller's tel number); "mic"; synth*; portable*; au; bp; osc; balance*; speech*; vc*; score%; cart%; sp tel; cp; pi*; float (hand set floats); multi-user (different beeps, etc are emitted depending on which receiver is being called; 4C-041 Ring

Identifier - if "multi-user" then prior to the speaker activation of caller's voice, there is a coded beep or audio announcement stating for whom call is for; cc*; remote*; notifier.

-user pp tel id of those people (who don't mind speaking via speaker tel)

8B-150-083008 Switch Board's Identifier:

Receptionist receiving call, encodes applicable respondent's tel instrument (who call is for) with code / verbalized recording stating information about the caller, eg:

.--caller's nature (client or supplier); level of importance, urgency; length of time they have been on hold; if its a local or long distance call; person and or organization; type personality (nice...). -Receiver of call gets this information on display ("S") of tel; or computer ("C") (can then store such information with or without any additional info put in by receiver (person who speaks with and handles call - saves time keying in info, plus receiver might not be able to key everything in time and or forget after the call, especially if there is another call coming soon thereafter). Receiver can hear or read this information before or during the tel call.

-all this information can be relayed on to third (or any subsequent person) taking call (perhaps prior person wasn't right one to handle situation.

Footnotes:

Display ("S"); "C"; pp; mp; date; all; mfh; score; uq; mq; uip; character.

.-A2-310 TEL REGIONALIZER: caller hears accent and music popular for their region of country, according to tel area code while going through voice mail or on hold. If available employee with that accent will take call (perhaps central number transfers calls to same region of country where employee there takes call).

4C-090 Call Screener and Director:

Based on the person's behavioral sounds on tel, eg: tone, system directs caller to applicable person (eg: matches caller's psychology with sales rep's (live or machine) voice and behavioral pattern. Boosts sales. Also screens out unwanted calls into the voice mail trap, etc.

-Related to: 5A-880-04200A Voice Analyzer: tells user the behavioral mode speaker was in while speaking, or leaving message on answering machine..

-user can opt to have analysis at command of button(s)

-related to 5A-940

-Voice mail and virtual secretary: identifies important incoming calls and either takes a message or patches call to recipient whether they are on the phone or at another phone elsewhere. For details call 415 834-9453, or 800 WILDFIRE. See article in SF Chronicle, p. D1, June 16, 1996. D: "CID" = Wildfire.

End of this CID Section

CLAP = D: clap = mm~c~t

COLOR ** = S's COLOR changes according to the frequencies (what "sound analyzer" determines voice/sound to signify (happiness) / UIP.
-D: sound = sound analyzer = C~tel = DISPLAY/TR = C~tel

COMPOSITION ** =
-see my jazz tel idea: user's can make music together simultaneously / in step time. Useful to send data between people to ^: hear their music; for educational uses.

EDUC: teaches tel manners (user's voice is too loud/abrupt = "sound analyzer" = C = "notifier");

SCORE Simple version of video tel: option 1. caller transmits still photo of themselves to other TEL; 2. kids can see picture of their mother when they call her at work (such picture is in memory of user's TEL being dialed out from
--D1: user = dials = tel # ID system = C = Display ("S") shows picture.
--D2: composition = mm~c~t

CONFERENCE = Conferencing Telephony. Three or more locations/parties communicate with each other. * However these technologies might find applications in two party telephony too.
5G. Telephony Multimedia Conferencing:
Hook up w one or more locations. All parties on one display ("S") / each party on separate display ("S") or portion of display ("S"). Meanwhile parties can interact in unlimited modes: ARTIST *:(); COMPOSITION *:(); ENTERTAIN:(watch films simultaneously, enabling each to talk with each other during movie (if desired); play "games"); FS **:(); MFH:(); MORNING **:(); WA:().
.<> 5G. Conference calls - each speaker sounds like they come from different region.
-manually set the balance for "sp tel" with two or more speakers in one or more rooms
-in conference calling, each caller can sound like they come from different part of room; or even the handset's speaker(s) might create some stereo effect for one ear for conference or other conversations.
-used for standard handsets/"sp tel"
.--if more than one speaker is in room, each's PD let's their voice be heard from different region of room for people on other ends of tel communication.
--in multimedia the location of the sound source as viewed on the "display" is related to where the sound sounds like it is coming from.

EDUC = D: educ = mm~c~t.
Hobby Multimedia Tel: System shows user how to do their hobby:
"Multimedia" "display" / "osc" shows/helps user do/learn/watch desired activity (full presentation/UQ).

--UK to "interact" w MFH/cable broadcast. User can select type info/instructions/show from menu/via key words (if food is the hobby: themes, countries, ingredients they like that are used in recipes...).
-system will tell user where to buy/get/mail order needed ingredients; has a separate advertising channel selling food products.
-user can sign up for specific channels; tel can be placed near the type activity of the channel: kitchen, workshop, playroom... -including K206-5A-710 Laser Dialer option.
-type interests^: cooking; horticulture; crafts & hobbies; psychology; relaxation (how to; programs to help you relax)
-D: osc/cart/printer/tel/display/uk=c=mfh=c for bill collection
-OTD: "remote"; (system can even UIP (according to user's pp))); "balance"

EXERCISE: Exercise while communicating via TEL and ^:
--system monitors W5 of your exercising and TR it to other caller's (TEL/Teal's C's DISPLAY) & so both can see how each other is doing (checks heart beat, meters walked)
---for patients at home wanting to be monitored by their doctor
---SCORE
*-D: exercise = c = t

FLOAT ** = Handset / * entire tel, floats.

FS = fs = c~t

GAME:
-interact with partners via TEL/REMOTE. SCORE
--D: player = UK = C~TEL = MFH/C~TEL = UK = player
-o-C110 Video games linked to tel. AT&T, Sega. June 93 YD
D: remote/uk/display=c=C110

INFORMATION RETRIEVAL %:
.<> Electronic dating service: UK info about themselves (UIP/mq). Then it gives user: `card'; *(list of tel numbers w or wo names/addresses). `Card' when inserted into special "tel" lets user dial their blind date. User might have limited information about the party they are calling (not know their tel number, letting date call them back)
-options: could have self imposed time limit for call, making it easier for receiver; sender can press button letting receiver get their tel number (receiver might/might not know) if they are getting data (their tel#, name..) on caller for some time - receiver can receive this data via: mail, mfh can call them up later and give it

audibly/tr info to receiver's c; if receiver is interested, they can uk info about themselves so caller might call them back again.

-Log into mfh to hear parts of desired show/play/film... "Display" (touchscreen) interacts with user giving more information too.

.-tickets could be completely printed on U's sight

MFH "Morning Alarm": see in file other than 5G or 2K

-1C-07A (grew out of & includes 1C-071)

For multimedia computerized tel sales. Potential customer receives such sales campaigns via^: tel, videophone, entertainment cable. User then touches key / touchscreen to get desired details.

K = D: info +entry (uk/r(*clap)) = [s(mm)~+c~t] = mfh

LOCATOR = User/Monitor(er) can "locate" other's PD/TEL. SCORE

-Voice mail and virtual secretary: identifies important incoming calls and either takes a message or patches call to recipient whether they are on the phone or at another phone elsewhere. For details on wildfire call 415 834-9453, or 800 WILDFIRE. See article in SF Chronicle, p. D1, June 16, 1996. D: "Locator" = Wildfire.

MFH = Analyzes company's calling characteristics:

Calling Characteristics Analyzer.

Tabulates how calls are made according to their W5 (W5 data for analysis^: "sound analyzer" which seeks for certain words & then calculates (mp/pp) accordingly; to where calls were made and from whom and for how long and any other information supplied (by user's UK (tel automatically correlates that call to computer ("C") activity made during the tel verbal/data transaction)).

-Applications: W5 of the company's current activities, which can also be used to better forecast, and make any needed changes. Catching illegitimate users of long distance calls (system can alert investigator (irregularities/strangeness/non-matchings), who can then look into matter further). SCORE.

.-related for this description was developed earlier too

-D: m = mm~c~t

-o-Tel # Database:

of people's and organization's telephone numbers within the country and or most of the world. User can "access"/"uk"=c=mfh for needed ^: tel #, addresses, co info such as their products/services.

-useful source of information for my/other's products to compile: UIP / SCORE. Or to determine if "access" is permissible; or develop questions for MQ, or answers for UQ.

-makes contacting people easier, hence increases caller volume

..-for letters differing one's own language, system can provide ^: an easy automatic conversion / conversion table / touchscreen.

MIC: D: mic = signal converter = recorder~c~t

MOUSE: Use mouse to select the program(s)/tel # wanted/move or edit files. "mouse"/"remote" = "c" = "t"

MP: The volume of user's outgoing call is adjusted according to type tel # they're calling, eg: their grandmother, or tel in country with poor tel lines.
-D: mp = c~t

MULTIMEDIA = Interactive Multimedia.
-D#1: u (%"interactive" u)=k=c~s
-D#2: c="artist" (uk; touchscreen; remote) / t]
*-D#3: "composition" = c (edits via^: pp/mp (coordinates/combines/synergizes (data/signals))) = tr = display/mfh/other's system (c/tel)/osc/"remote" ("air pad")
-o-Video Phone: user's "tel"/system keeps in its memory information about its user (picture of user(s); graphics (logo); advertising by-line(s).
.--user can select from menu which of these they want tr to other "tel".
-C2 Electronic Blackboard: Participants share documents, images
and presentations. Shared via "tel" lines for simultaneous viewing and editing by distant users. Graphics can be retrieved and put on board from a file or electronically scanned on. Can display ("S") video too. Sept 92? MF (Fuji, Xerox).
-Feel vibrations of music in seat.
Pioneer manufactured this before 1992.
-o-C116 Cable TV over tel line. AT&T 20 Jan 93
D: display/remote/uk=c~C116 (other entertainment programs^: audio (radio), %interactive.

MULTI-USER = D: multi-user = c~t

NOTIFIER = D: notifier = mm~c~t
-C6 Watch=tel vibrates instead of noisy audio alarm. For deaf, and radio DJ people. Aug 93 X. -notifies when "tel" is ringing. D: c5=tel/tr=remote
-G. Sound level & vibration level instruments: User alerted to^: incoming t call / type of call (caller, nature of call (level of urgency)) via^: vibration/flashing lights, or other "notifier" modes. Useful for those who are deaf/in recording situations/don't wish to disturb others.
.-if deaf, use one of my other inventions to continue communications.

-Voice mail and virtual secretary: identifies important incoming calls and either takes a message or patches call to recipient whether they are on the phone or at another phone elsewhere. For details on wildfire call 415 834-9453, or 800 WILDFIRE. See article in SF Chronicle, p. D1, June 16, 1996.

NOTIFYING CALL = D: Incoming call (CID) = C~T~"Notifier (Display/OSC)"

<> 5G Automatic Outgoing Call:

-o- A TEL call/TR automatically made in certain circumstances,

upon alarm/act/completion of task, sensor makes call. Examples:

-setting timer PP (TDS) which^: alerts user to needing to make a call / then dials out the call (and activates SP TEL)

. Applications:

<> If user hasn't risen from bed such call(s) can be activated. Determination of having risen is in my past inventions: 1] tripping of laser light shows person got out of bed; 2] sensors (for pressure) in bed sense user is still in bed; *3] alarm (located near/very far from bed) wasn't deactivated.

+-call goes to: wake up service (mfh/person) who knows W5 modes of conversation/sounds to wake up person (what/when/how to say what (news station; "good morning, wake up")/why (psychology));

--if someone rings your doorbell, and you're not there, the SP TEL there will TR to user's location

--particular sounds in locations where user isn't located at the time (strange noise), system in tern "notifies" user/police via TEL/beeper/monitorer (police). "Sound Analyzer" is PP/MP for certain sounds (barking dog; breaking glass; setting off particular alarms; fire; water leakage; excessive noise from baby/children; break in and entry)

-D: user=sensor(mic)/uk/remote=c=tel(sp tel)/transmitter (radio)=transmission=rc/tel/person=c~mfh

-OTD: simple/complex operations possible. Simple: activating (answering call/getting line for dialing out). Complex: dialing / making transactions available to any other sophisticated TEL instrument.

3A-W20 Emergency beeper (portable/non portable): if alarm is triggered or any other emergency comes up person's beeper automatically goes on. Code/beeper type (eg: type signal or light or word display ("S") shows nature of problem, for example: three beeps means your grandmother is calling for assistance)

-Application: for hard of hearing people (deaf); parents who want to know of any loud sounds/crashes in bedrooms (device may be designed to ignore loud child frequency voice, or parents may want to know about those screams as well - if they hear the scream as beeper alarms parent will know nature of problem and may decide on choosing to check).

-H-Bruce Dunn stated he knows of device that turns on lights when tel rings

.-8B-350 +? Notifier: if person's mobile tel, tel, pager, warlike talkie, or like transmission-receiving device is calling them and they are away, their watch or other smaller portable device might alert them via sound, light or quiet vibration.

-device might notify them if there are any messages on answering machine or voice mail, and or number of messages. Such notice might take place with or without user's request for such information.
-user might know caller's tel or ID number; then maybe user can let an answering device take a message

OSC: states information about the incoming call via OSC/"notifier" via caller's caller ID^: A] tel #; B] name of caller (system remembers who each tel # belongs to according to a] receiver's system which had such information entered in; b] via tel cob's computer ("C"). C] nature of call according to receptionist/info "uk" in by caller.

-Headphones / Hearing aids: WA lets users speak/listen to tel conversations.
-D: t~c(pr) = osc
3A-360 Sounding Telephone: by pressing buttons create sounds that add to the home/office telephone call's creative fun! Great for teenagers and creative adults.
- Use for prepping up, energizing co-workers, artists, inventors, sales reps, sad, sick or bored people with cheers in background, etc. Get the healthy creative juices flowing.
- Devices for developing excuses to get off phone. Sounds: door bell (excuse for, "oh i have to go now"); sound of another tel call ringing on second line; sound of click in call waiting; record your own sounds onto micro chip, [eg: mom saying "please come downstairs and help me"; dog/cat barking so as to be walked or fed or let out; fake sounds of tel trouble on the line .....]
- user records own sound effects
- can initiate in beginning of conversation to gain interesting start to conversation, be someone other than yourself
H- Nature sounds: playful monkeys; birds; jungle sounds; rain;
-H- Joke sounds: silly babies; giggly babies; crying babies; short weird sentences of laughter, etc; wild fat lady's voice "well I got to get off the phone now, talk to you later!'" etc.
3A-361 Telephone Ring Announcer: unique sounds: music, church bells, bird sounds, monkeys playing, baby crying, verbal sound of butler stating "tel" or .....
-Key Words: telephone, decorate =(decorative and or decoration), toy, fun, novelty
3A-362 Tel Ring Volume Accelerator: each succeeding ring gets louder. Alerts those who might not hear the ring. UP the feature into activation and selects volumes. Sound acceleration might be on only one or each succeeding ring.
-user can select alternative sounds replacing the ring
-continuation of ringing related sound might continue after any answering machine picked up call
4C-041-000000 Ring Identifier: exists
If "multi-users" use same tel line; then according to caller's id #, there will be a different ring when the call comes in.

.-eg: person #1 programs their desired tel #'s and when person #2 hears ring for person #1, person #2 either lets person #1 or the answering machine take the call. Caller is unawares of this system.

-OTD: display ("S"); pp; mp; uk; tds; basic; osc; vc; speech (tells who call is for and from whom); vc; score%; sp tel; cp; uq; pi%; multi-user; notifier.

End of this Section of OSC.

PD = D: Pd = sensor = mm~c~t

PORTABLE = Wristwatch dials tel. Uses^: Casio's CMD-10/flip lid watch with small dial pad; Panasonic's wristwatch tel.

-wireless tr activate/deactivates tel ("sp tel"), dials tel #. Sys can also remember certain tel #'s. <> 4A-330 Jewelry Telephone Ring Alerter: Wherever you are in your dwelling, the telephone ringing will activate your jewelry/apparatus notifying you of ringing.

-great if you have friends calling you late at night and you don't want to disturb others

-jewelry can vibrate as an alerter (watch, bracelet, ring, strap/contraption on body)

-alerter notifies: doorbell; other alarms (fire, another person pressing a medical assistance help request button (on "remote") for system; when a fax has arrived (or any other telecommunications data on home/separate line (system will "notify" the type of tr received)); when someone is walking or driving up the driveway/walkway; clock (tds) alarm; when food (in oven/stove (as "notified" by tds) is ready);

--"notifier" ("display") shows the type of "score" (status) of desired situation (as mp/pp)

-OTD: D: event=signal=c~remote~tel=tel line/tr

ACCESS ** (remote tr special code)

<> BALANCE ** remote~pd = balance; CART *; COMPOSITION *; Display ("S"): (dial by touching/drawing onto touchscreen); ENTERTAIN

EXERCISE ** (monitors user's health "score" (heart beat; blood pressure; diet; calorie usage); FLOAT **; FS **; GAME ** (us as piece in game: remote ("R"), pd); INTERACTIVE %; LOCATOR *; MD *; MFH; "mic"; MO *; MORNING *; MOTION SOUNDER ** (in case of theft, "motion sounder" can be turned off, and if so it can alert incase of theft); MOUSE *; MP; MQ *; MULTI-USER *

NOTIFIER; OSC; PORTABLE *; PP; PRINTER *; SPEECH *; SP TEL

STEREO = remote~c; SYNTH; TDS *; TEL; TGH ** = tel=mfh~c

TOY *; UIP *; UK; UQ *; VC *; WA.

-OTD #2: For filing dates also see: A2-310 TEL REGIONALIZER

8B-350 +? Notifier: if person's mobile tel, tel, pager, warlike talkie, or like transmission-receiving device is calling them and they are away, their watch or other smaller portable device might alert them via sound, light or quiet vibration.

-device might notify them if there are any messages on answering machine or voice mail, and or number of messages. Such notice might take place with or without user's request for such information.

-user might know caller's tel or ID number; then maybe user can let an answering device take a message
4A-34 Phony Car Phone: mobile telephone made not to look like phone, minimizing theft potential. Eg: in car made to like its a part of auto; for walking made to look like cosmetic case, flashlight, etc.
Calls follow recipient: Voice mail and virtual secretary: identifies important incoming calls and either takes a message or patches call to recipient whether they are on the phone or at another phone elsewhere. For details on wildfire call 415 834-9453, or 800 WILDFIRE. See article in SF Chronicle, p. D1, June 16, 1996. D: "Portable" = Wildfire.
End This Section Of Portable.

PRINTER: t=c=printer, all in one unit; "portable"; "pd"

PS = D1: pd = sensor = mm~c~t. D2: pd~t
.<> 5G: GPS Analyzes users' tel calls:
-tabulate exact location from which call was made: many uses for this
--user (person/his company/other monitorer) gets UIP for his own purposes
--UIP for one or more users. call from PD = GPS's analyzer = MFH = Tel Cox's C. SCORE
---useful information: bill tel calls not by tel area code only but also by the exact location of user; study W5's of users' actions (know where there is more activity in undeveloped areas, maybe land prices will go up there, drug dealers, improving programs in human services/software by better tailoring to actual situation); "sound analyzer" seeks key words = C tabulates/correlates w W5 = UIP.
5G: According to location of user's "PD", the tel/tel answering machine system(s) will respond/function accordingly. Examples:
-If user is out of range/contact not wanted by user/wearer of "GPS's" "tr" (in garden, bathroom, beyond range of tel (mobile)), caller gets corresponding "PP" recording (I'm unavailable now....; please wait a few seconds; ...I'm coming). If user doesn't want to be disturbed, they "uk" resulting in corresponding recording / function (if caller calls from desirable tel # (caller ID) user/system responds according to "pp".
Voice mail and virtual secretary: identifies important incoming calls and either takes a message or patches call to recipient whether they are on the phone or at another phone elsewhere. For details on wildfire call 415 834-9453, or 800 WILDFIRE. See article in SF Chronicle, p. D1, June 16, 1996. "PS" = Wildfire

R = REMOTE CONTROL. D1: r = mm~c~t. D2: uk=c=tr
-o-C28 Yamaha's Miburi functions: sensors on both wrists, elbows and shoulders. Wrist: controls volume, by turning wrist in - changes vol. [Publicized in July 93]. Make movements to dial tel: one type activity turns tel on/off; another dials/ another adjusts sound modulation/ another memorizes and or recalls memorized tel #'s / another controls the "display" and or C
--D: C28=tel~remote

ROUTER = Incoming TR are routed according to the PR.

-D: incoming call (CID, UIP (given by receptionist/via database of receiver's system)) = t~c~mm

-<> 1C-291-083001 Call Locator:

For people who spend much time in different parts of the office. Tel rings in certain patterns, designating for whom it is and how urgent. Calls for person only ring on tel they are closest to.

Tel Follower: Tel rings for user at the tel closest to person's location.

.-Related to product 1C-290.

-the system is simplified for easy use. For example: tel transfers are limited to particular telephones within office / locality; when incoming call arrives, it may state on display ("S") name or person call is for

-Applications: this system is limited in usage to certain types of offices where people are often away from their desks within a general area. It fits particular office work styles, is not meant for everyone.

+-saves time from having to have someone else get your tel

+-needed person is identified via:

--different tel rings may also apply as to who the call is for, or different short melodies

--importance of call can result in louder ring or other signifier

--speakers might announce whom the call is for....

*--particular flashing lights

*--display on wall or other location near tel

-system can after replace the use of beepers, paging systems

Applications:

-receptionist is told who call is for, then they transfer the call by putting in correct code which automatically transfers call to the section of co where person works; in tern the designated sound, etc is emanated designating who call is for. The applicable person or anyone else can take the call (but it interrupts fewer people if people just got the calls themselves), if call isn't answered, then voice mail records caller's message (existing computerized tel answering system)

+-for office or home: tel only rings in room where person is, not disturbing others. System recognizes person's presence by their transmitter. This transmitter can have many other functions for systems identifying where they are within a dwelling, according to other features in product files A, B, and C.

-Footnotes: remote ("R"); display ("S"); "C"; pp; mp; uk; date; all; "mic"; synth; mfh; alerter; osc; vc; score; tel; sp tel; tr; mo; fs; rpc; uq; access; uip; character; clapper; distancer.

Option: only caller(s) with particular caller id's (according to receiver's / *sender's UIP) will get their calls channeled through this locator system; whereby other callers might go thru normal channels (eg: receptionist -> voice mail/answering machine if user is away from their main location)

3G050 Re(router) for T / C (M, Information Highway): 1] reconnects u back to telephone number extension they were transferred to but later disconnected from. 2] Acts as bookmark in relocating where user was on information highway or M.

S = D: s = mm~c~t

.-3C-370 Smell Telephone:

When the boss speaks with its subordinates, they want the people to be in a state of mind of attention, etc. Emission of certain smells when speaking in certain situations can be desired.

-System may best work within a special telephone network.

-Applications for types of smells being emitted when people are speaking in the following situations, with: clients; accounting; suppliers; mom calls son while she is still at work; etc. Different behaviors are required for each situation.

C100 Goggles contain miniature TV screens. Sony 23 Nov 92 NK

D: uk/remote=c(c100)~tel. Likewise, user cans see/hear who they are speaking with; useful in "VR" too.

-user can make/receive calls while in virtual reality experience (the actual software program for VR can be stopped, so call can be made / call conversation can be made while user enjoys/is using the VR for other modes ("entertainment") simultaneously.

--user of VR can be "notified" (hears tel ring) when incoming call comes in.

Voice mail and virtual secretary: identifies important incoming calls and either takes a message or patches call to recipient whether they are on the phone or at another phone elsewhere. For details on wildfire call 415 834-9453, or 800 WILDFIRE. See article in SF Chronicle, p. D1, June 16, 1996. "route" = wildfire

SCORE * = D: score = c~t

-C1 Tel tallies phone charges, display ("S") shows how much the call costs. before 92 MF. Probably Sony, other manuf now too.

SOUND ANALYZER * = D: mic = signal converter = t~c

-Analyzes mechanical failures and anything else emitting applicable/unique sounds according to a phenomena. Use in remote ("R") locations, transmit via TEL/TR.

-G. Know what user is typing onto their computer ("C") on other end of tel line via "sound analyzer" picking up of signals generated as user types -> UIP. "Sound Analyzer" also studies any/most of the other sounds generated on other side of tr (at other party's location), eg: cooking, background conversations.

-applications: data about other party for the curious; for developing UIP database.

-BVA uses "Sound Analyzer" to help understand the speaker (their behavior profile).

-1R-54 T accepts voice commands. Speak person's name, and system dials person's tel number. [Sharp Corp, 22-22, Nagaike-cho, Abeno-ku, Osaka 545 06-621-1221 NK]

-OTD:

ACCESS **:(via sound analyzer (only certain verbal commands/person's voice permitted); CAMERA:(control camera: eg, lens angle via verbal commands (via tr/t) (for remote ("R") camera)); CART *:(); ENTERTAIN:(); MFH:(); MULTI-USER*:(system recognizes different speakers, and will function differently even if same words are spoken by different people, eg: picks up on their regional accents / male / female voices); NOTIFIER:(); OSC:(); PR:(); R:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); UIP *:().

STEREO * = D: stereo = mm~c~t

.<> Stereos: Speaker tel is part of vehicle/home/office "stereo" system.

-D: tel (microphone~main unit speakers (handset/stereo's speakers).

-exists?

SYNTH = D: synth = mm~c~t

TDS * = tds = c (pr)~t~mm

TRANSFERRING INTER-SYSTEM TELEPHONY = D: System 1 ~ C = System 2 ~ C.

`8B-16 Tel Switcher:

Device transfers an incoming call from mobile tel to a regular tel.

-Purpose: save money. For those who started call on mobile tel. Listener need not know the switch is taking place.

transferring method possibilities: have regular tel line dial into the cellular tel line at which time the regular tel line will take over call. The receiving mobile tel must have special feature to allow this.

UIP * = D: uip = c~t

-Information about how those user(s) speaks with/ about himself, is collected (over time). UIP gets info from: "sound analyzer" = develops personality profile in C; what user "uk" = C.

%-o-C112 Computer ("C") predicts human error. Input UIP (working conditions of person). System predicts errors they're likely to make. 30 Sept 92 YD.

-Sends warning via "tel". D: C112=tel/tr=osc (alarm)/notifier

5A-720 monitors number of calls and lengths of conversation between certain departments. A computer ("C") database can show all types of graphs for diverse purposes, eg: which departments might need to move closer to another (during or without any corporate re-structuring), future plans, seeing the values and flows of departments, etc.

UK = D: uk = t~c~mm

-Hand written image input tablets: dial (uk) tel numbers by writing the number onto the tablet.

-Bar Code Readers - Writers: data read/received is TR; C can tell writer W5 to print which bar codes. D: bar code reader/writer = c= tr/tel = c/mfh

-Image scanners: scan tel numbers/codes to get/compile tel numbers. Part of needed info can also be scanned and then matched with other data, eg: scan people's names, and system's memory knows their tel numbers. Hence user can then quickly develop desired tel list for C/"tel".

-Touchscreen for - television, computer ("C") training devices, virtual reality, Intercoms:

User uk (touches desired numbers for contacting other party (via tel) (to get more information, place an order, friendly chat). -C32 Notebook computer ("C") with built in printer ("air pad" OK too, but make sure its built-in). IBM Think Pad 550BJ... Jan 93 release date X. D: C32 = "tel"~remote

-o-C99 Pancake music dial. Each disk controls different sound modulation. Sony. 15 Mar 94 "Brutus", p.24 published in Japan.

D: uk/remote (C99) = tel. (Dial/receive tel calls by rotating the pancake dials (not classic rotary phone dialer with the 10 holes)

<> 5A-710 Laser Keyboard: trip the light for the specific number wanted. Invention has ten lasers (for 0 through 9)

-great novelty

-"tel" is one of the applications ^: great for wealthy people in kitchen who want to make outgoing call from speaker phone with dirty hands; artists and clay sculptors; scientists and doctors who shouldn't de-sanitize their hands

Laser lights may also be directed out into open space (lasers are directed (pp) so user can control functions of any product from their favorite seat wo needing any apparatus (remote). D: Laser transmitters = (person can trip any lights here w the desired `code') = Laser receivers = sensor = c = control of desired product.

-`code': each laser can be struck like `Morse code' generating 100 possible type signals from each laser; the combination of codes from each laser can be (for three laser lights 100 times 100 time 100). So the total code (made from 1 or more lasers) makes the desired control, eg: on/off/change modes/etc.

-"osc" (beep: same or different sound according to code/laser) is made each time user: strikes laser / generates recognizable code.

-partial list of products the laser keyboard can control:

Answering machines; etc.

-this product is described in my other files, eg: Parts

-D: laser diode(s) = tel~c = display ("S")

-OTD (tel applications):

ACCESS **; BALANCE **; CART *; CLAP; "Composition" = Laser keyboard (5a-710) = *tel; Display ("S") (shows W5 of what's happening); EDUC** (can reprogram (pp) what each laser represents (for signal generation; EGH *); ENTERTAIN; EXERCISE ** (dial when wet: in sauna, where wet, while on jogging machine); FS **; MD * (osc); MFH; MORNING *; PP/MP; MQ/UQ *; MULTI-USER *; NOTIFIER;

OSC; PRINTER *; Remote ("R"); SCORE (length/cost of call; tabulation of UIP); SP TEL; laser dialer (5a-710) = STEREO; SYNTH; TDS *; TEL; TOY *; UIP *; UK; WA**

5A-930 Get dial tone via "remote"/"clap", then speak person's name user wants called.

-desired tel # can also be "clap" (make bursts of sound, eg: three beeps = the number 3 of tel #)

Voice Activated Key Pad: by making clear monotones in single or multiple bursts their corresponding key act as if pressed on normal key pad. Sounds can be of certain letters to ease memory for people in each language group. For people who can't touch keys:

-scientists, doctors: can't desensitize hands

-artists, ceramic people, rich people cooking in the kitchen and others with dirty hands

-activate system via foot or elbow triggerable switch

-system can beep sounds and or lights signifying that the key has been activated {eg: similar to getting a click when pressing a key in far enough} shows system accepts info. Each sound/light response might be different as with tel keypads

3C-010 Speaker telephone (incoming/outgoing calls; dialing (certain claps designate digits of tel number)

3C-120-08300Q Tel Touch Pad:

Press soft pad and the manner in which you pressed it is transmitted to receiver. This allows something closer to physical contact while speaking with your friends. Only popular for open minded cultures

-the surface hands touch is designed to maximize human pleasure, and reduce any feel of moisture.

-if the other person presses, you can press at same point too. This pleasant tension allows the stronger of the two people to force back the other person - just like two hands playing together. -Footnote: mp; all; toy; exercise; cr & cp; tel.

<> see below section for pools---

5G Speaker Tel Activated By Other Hands free Means:

-Gen: Activation/Dialing/Deactivation UK/"remote" methods:

UK buttons separated/attached to: TEL (tel can be replaced by other communication device (walkie talky, TR)

-Foot pedal(s): or use other instrument to UK activating tel line (answering call), dialing, hanging up.

.--^ code used to step on pedal represents each of the call activities: activation; each # has different code (dialing might even be done on one or more separate pedals); deactivation of call.

-"remote"

-wall mounted buttons (by bed).

-buttons part of another system / activates other functions: eg: lights, stereo, entertainment.

-<> pool side (those w pools are rich and desire the luxury of being able to stay in pool to handle calls)

--system's sound modulation handles splashing water so^: it reduces their sounds; reduces any conflict in audibility

--other: waterproof; portable unit (separate system/part can also go into water

--for use in indoor pools; saunas too

-hobby area (person doing ceramics)

.-kitchen, sauna, garden, auto, garage, industrial/hazard area.

-C: (don't leave computer ("C") to go and answer tel). Option: upon UK C, C might record/tabulate score/UIP of tel conversation. D: UK=C=TEL. Incoming/Outgoing voices might be modulated/interpreted/translated (simultaneously) as desired right on computer's DISPLAY/PRINTER.

-clicking button(s) on pen/watch/PD

-D: user=uk/remote=c=tel/sp tel=tel line

O-the volume of the speaker is controlled by the ^: number of bangs/type word spoken at the time the tel is being activated (1 bank is quieter than 3 bangs)

VISUAL ANALYZER % = D: binocular/camera (lens)~recorder = tr = c~mfh~display~uk~remote.

-Binoculars: viewed material is TR via radio wave / TEL. User controls ("remote") what is seen (camera angle/focus) from his remote ("R") locations.

VM / VOICE MAIL = D: mm~k~t~c = tr (telephony interaction) = t~c~mm~k

* 5A-870 Call Holding:

Listener requests type music/news they wish to listen (or none at all) during their being on hold

-caller's ID (shows their UIP)/caller's city/country area code can help determine type music they would prefer

-if desired, user can program from their tel to have the continuation of what they were hearing/seeing transmitted to them at their location (their tel) upon completion of the tel call; or PP when the TR should be made.

--user can even get the "mfh's" channel (its tel #) so user can 1] re-access 2] contact the vendor who can sell the service for his own co's tel system

2B-250 Verbally input information (into voice mail) which is then automatically routed to receiver either in verbal or written form. Voice mail knows how to route message simply by stating for whom message is for at the prompt.

.-Verbally input information which is then automatically routed to receiver either in verbal or written form. Voice mail knows how to route message simply by stating for whom message is for at the prompt.

All the inventions get people more interested in leaving a message, and leaves less of the impersonal feeling.

Markets creative adults. Incorporates all standard answering machine functions: date/time stamp...

- All reasonably available answering machine features can be options for each invention
- All inventions applicable for tel answering machines too

.-2B-250 Verbally input information which is then automatically routed to receiver either in verbal or written form. Voice mail knows how to route message simply by stating for whom message is for at the prompt.

.-6B-010 = 6B-1 (was 6A-1) if caller leaves message, recipient must return call in order to get message. Recipient who wants friends to feel comfortable will have to call back and hence caller might feel more

comfortable leaving message. Recipient might then get caller and speak with them directly if original caller is at their tel.

-Touchscreen allows users to select from voice mail menu tr by other party's tel~c. (This is done simultaneously with voice communication (on same tel line)).

End Voice Mail

VOICE MODULATOR = D: sound -> signal converter -> k~c~synth -> signal converter -> tr -> t/osc

-Person who knows about voice modulation: Wendy Rocchi 303-488-5713 AT&T (Tu-Fri 0600-1400 MST)

-each person might have own voice module because each person speaks differently. Is used by lead singers already. This could also be done on the trunk of the tel line (if user changes locations, then their "access code"/cid might match the needed voice modulations).

-Use vocoder (type of "synth" where person speaks into system), benefits: voice sounds prettier (give voice fuller sound, give some reverb, remove some reverb, make it sound more gravely (sound is broken into bits)). Though more difficult the voice's `attack' can be modulated too.

--`Filter' (potentiometer and tuned coil) filters out unwanted frequencies

--`Noise Canceler': blocks unwanted frequencies, and or blocks out excessively high decibels.

.-8B-330 According to type application, person's voice is changed accordingly, eg: their voice for announcing plane is ready for boarding, plane is late (frustration, or anger in voice of speaker who is afraid of being attacked with anger from passengers and who in tern is semi hostile in voice as protection - this is bad), etc.

5A-950 Accent Alternator: change your voice to that of person with another dialect of same language +change sexes, sound more domineering, gentle, etc.

A2-720 TEL FREQUENCY RETURNER: caller's fq recorded, then music/sounds in similar fq, stress, happiness, level/type of feeling is heard by caller while they're on hold. Purpose: makes caller feel at one with other party. e m might make alterations to change caller's behavior.

8B-330 According to type application, person's voice is changed accordingly, eg: their voice for announcing plane is ready for boarding, plane is late (frustration, or anger in voice of speaker who is afraid of being attacked with anger from passengers and who in tern is semi hostile in voice as protection - this is bad), etc.

5A-90 (Needs more work) Convert voices into those which create the feelings of: passion, friendliness, energy, intelligence, impatience and the expectation that the listener perform their work well (studies show that speaking to people in certain voice tones tends to create better work results from them)

5A-91 the additional level of voice inflection needed to achieve aim. Additional level needed can be based on what the synthesizing equip needs to do, or how the singer with only their natural means needs to make alteration good for music education

5A-920 Modulate your voice on tel / intercom according to situations wo getting up your own psychological anxiety, eg: 1. up your volume, 2. sound more intense (create anxiety in listener)

-many don't bother to sound upset on tel (form of motivation) because it causes their own stress

for parents tired of telling kids to be quiet. Method #1: press desired button for wanted verbal announcement.

Volume buttons - select easily with one touch how loud you want to be heard. UP outgoing statements.
Method #2: device makes your voice louder so as to reduce your stress in yelling. Can be worn around neck too, or kept on table.
-different news broadcasts are available according to UIP (tel area code) too
-there may be other N related to this
5A-94 Voice Analyzer: recognizes voice's emotion and analyzes the feeling and or behavior of speaker. This is part of a larger product with other features.
<> Electronic translators: interprets/translates for user over "tel" lines.
-D: user=uk/mic=voice recognition system~clap~electronic translator~display=tel=tr
-Examples:
--uk/speaks desired words/text, then system will print out and or osc to party/c on other end
A2-140 TELEPHONE VOICE MODULATOR: mix w mind corrector, music selector, personalized CD. Too much or too little of certain fq need sound therapy. MFH listens to incoming and your outgoing voice. Get the therapies while you are on hold or when you ask for it or it kicks in (maybe - if you want) when needed based on your outgoing voice, or when co manager deems appropriate. Input personal info to activate. Can also increase feelings of seriousness, quality control, success...
End of Voice Modulator.

VR % = D: VR = mm~c~t

WA % = D: wa = mm~c~t. G. WA (walkman) which is mobile/cordless tel.

MISC: Octel Communications Corp can be designated developer of additional R&D and manufacturer for any KN Telephony invention. They're in Milpitas, California.

END OF THIS ` T SUB-PARTS SECTION
File: Features Intro / IMI * 5

TEL PARTS (FEATURES) *

Intro &: The applications / expanded additions of these Parts are found under the #1: Part's main headings; **#2: how the Part is used in other products and Parts.

ACCESS *^:
ANSWERING MACHINE^:

ARTIST ** ^:

BALANCE *^:

BVA^:

-The `Confidencer' telephony product may be placed in "mic" so that U's sounds (voices) are more precisely analyzed. Confidencer helps block out noise generated far from "mic" (street noise, etc).

CID^:

-CID is not restricted to just the trunk line # when receiving calls from companies (includes the specific # of caller too).

-since multiple people can call from the same tel ("T") # / trunk, highly sophisticated systems use BVA %[& any useful elements from uip] to help determine / decipher who the speaker is (from others using said tel ("T") # / trunk.

CAMERA (LENS)^:

CART^:

CLAP^:

-manner in which U "claps" (loudness, voice tone, speed of commands (exemplifies IQ / knowledge of system)) effects how system will interpret U's UIP.

COMPOSITION **^:

CONFERENCE^:

EDUC^:

-educational programs are tailored to uip. Eg the following are altered in the program: sound quality, graphics, intellectual content (menu choices / order of presentation), length of program. EXERCISE^:

FLOAT **^:

FS^:

-converts any MM image onto: paper, * stored electronic medium

GAME^:

INFORMATION SUPPLIER^: presentation utilizes EDUC modes

K^:

LOCATOR^:

MFH^:

-stores (complex) data / programs. Eg: EDUC, "information supplier", BVA PR, uip

MIC^: Connectable to vocoder

MOUSE^;

MP^:

MULTIMEDIA^:

MULTI-USER^:
NOTIFIER^:
NOTIFYING CALL^:
PD^:
PORTABLE^:
PR^:
PRINTER^:
PS^:
R^:
ROUTER^:
S^:
SCORE^:
SOUND ANALYZER^:
STEREO *^:
SYNTH^:
TDS *^:
TRANSFERRING INTER-SYSTEM TELEPHONY^:
UIP *^:

-speed in which users k needed digits (as requested by voice mail / for extension #s) helps determine u's behavior. Eg^: fast smooth entry is intelligence / familiarity w co or system , slow k being the opposite; uneven flow of entry is being unsure.

-Incoming calls on major networks are tagged according to Caller ID. The program routes calls according to information tabulated on the caller. Diverse applications, when properly utilized, are proven to boost company profits.

Sales Telephony (UIP)

Nationally advertised telephone sales numbers automatically route more valuable calls to appropriate sales people.

-Programming's many options let incoming calls to be tagged as needed. Examples:

-The caller's telephone number is matched against telephone numbers of past callers, or databases describing most telephone numbers nationwide such as by company size. Preferred callers are routed to staff with better sales skills, who may also be better trained in the caller's type needs. -Northern Telecom already routes calls in Canada to bilinguals according to the caller's region. In the US we can match calls coming from particular regions such as California or the South, with staff conversant in the caller's dialects and mental outlook. This is proven to facilitate rapport.

Tech Support Telephony (UIP)

Calls from customers with a history buying upgrades of the software are routed to better trained staff. Calls from difficult customers, or regions like New York are routed to staff with "hard phone skills". Verbal and data communication may also be routed according to the user's registration number, keyed in the beginning. Difficult callers can also be kept at the end of the waiting que longer.

-Results from extensive research on Telephony User Information Programming is available. Other systems developed by Steven Kays are being used by the Baby Bells and NTT.

UK^:
VISUAL ANALYZER %^:
VOICE MAIL^:
VOICE MODULATOR^:
VR %^:
WA %^:

Telephony Q:
DID: direct in dial telephone number
Dead Air: no music while on hold

VOCODER: (type of "synth" where person speaks into system), benefits: voice sounds prettier (give voice fuller sound, give some reverb, remove some reverb, make it sound more gravely (sound is broken into bits)). Though more difficult the voice's 'attack' can be modulated too.

FILER: (potentiometer and tuned coil) filters out unwanted frequencies. But by itself will make voice sound like something is missing. This is part of vocoder.

NOISE CANCELER: blocks unwanted frequencies, and or blocks out excessively high decibels.

Lingo Q:
-caller:
-receiver:
-while on hold
--put on hold
-call routing, according to: CID; system's database on CID; routing call within office during same call

CONCLUDES THIS FILE: FEATURES INTRO / IMI * 5 FILE

MAIN FEATURES File: Features Intro / IMI 26

Dec 2006 Version

OUR MAIN FEATURES FILE

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Introduction: This important file explains our features to a moderate level. Later more details can be read in our main features file. Features can also be viewed as parts or functions. * Later see table of contents for older and less used features.

THE FEATURES:

ACCESS = Gain access via a wide range of means to our electronic inventions. Methods include giving passwords, or having one's fingerprint analyzed. Like the word "access" suggests, it offers forms of Access include: Passwords, admission, having a license to use or produce an invention, connecting, contact. Having a license. Even visual scans of fingerprints, could be considered. For details on this and most of our other features, kindly visit the detailed features section listed in the table of contents.

ADAPTING ™ = Invention determines what is needed, and then automatically 'adapts itself. A common example is when it 'adapts to the user's needs. It can also be called Tailoring or User Information Programming. Details in UIP below. Then more info in the detailed features section.

ANALYZER = An important feature. Like the word "analyzer" suggests, it thinks about what is needed, and reacts. In other words it is a system that attempts to match the human brain in making decisions. Decisions are made from a choice of preprogrammed possible 'reactions. It makes the needed analysis as designed. Using fuzzy logic, it takes on the needed functions of software, as would be needed to handle the applicable tasks called for.

. For Techies: Forms of Analysis: estimate, 'predict, figure out, inspect, interpret, investigate, judge, resolve, scrutinize, %test, think through [the menu options], dissect, divide, audit,

canvas, formulate, [try to connect] 'associations [between digitized files representing real life matters], explore. See our Artificial Intelligence related files.

ANIMAL * = Inventions adapted for pets in a wide range of ways.

Read Later: Things our features can do for animals including pets: 'Analyze them, and their 'behavior. 'Track them. Their 'behavior modified via: communicating with them; 'interacting; 'educating them; keep animal away from certain zones. See our folders for: pet inventions, 'behavior analyzers, 'tracking devices, etc.

ART / ARTIST = Optional software can alter images. Tailor pictures to your taste. A useful multi-media tool. Can automatically edit images as programmed, or system can help 'guide user in altering images. System's 'Visual analyzer with wide powers, determines the characteristics of the image to be altered. Later read more details in the detailed features section.

ASSOCIATION / ASSOCIATE / ASSOCIATED / MATCH =
Like a human brain, it makes associations between multiple situations. A form of artificial intelligence relying on fuzzy logic. Look at it like a clever system that can find commonalities and connections between any two or more things. How do you use the terms in your vocabulary? That can be how we also define this useful features.

. READ Later: Functions like how a human or *animal draws associations between multiple things, people, actions, characteristics [experienced by five senses ('sensor)].

. Associative Memories [AI]: Example steps: At Home: 1. Owner's dog barks too loud or too long while owner is home, while UIP system and dog are at home. 2. adapt draws auto-associative memory, by matching what its 'sound analyzer hears. 3. adapt (UIP) slightly punishes dog. Out in Public: 1. System 'senses it's outside the home. 2. adapt (UIP)'s 'sound analyzer determines some dog has barked. 3. Via hetero-associative memory it realizes there's a dog. 4. Via associative memory it determines it's the owner's dog. 5. adapt (UIP) responds to owner's dog barking differently than when at home.

BA / BEHAVIOR ANALYZER / *BVA = Behavior Analyzer. This important feature uses multiple means in determining the behavior of who or what it is kindly observing. This information is available to the system that wishes to 'adapt a function for the user's tastes. See the detailed features section.

BALANCE / BALANCER ™ = Inventive way in which audio speakers balance their volumes so you feel you're still in the middle (sweet spot) as you move around.

C = See "Computer"

CAMERA / LENS = The system's electronic eye and visual recorder.
Read Later: 'Tracks and 'analyzes changes in its visual fields. It's 'visual analyzer feeds information to: 'behavior analyzer; 'notifier; other' analyzers; activator of function when 'designated [visual] occurrence has happened. Lens adjusts itself to best capture visual activity, e.g.: for distance, 'tracking moving object.

CART / CARTRIDGE = Just imagine a cartridge that gives needed functions just by popping it into an invention. It can be software and or an automatic license.

For Techies: Any of our electronic invention numbers / functions are [also] [un]pluggable. Connect/unconnected/activate an invention as needed. 'Cartridges are a [type of] 'node in the unity of

inventions' system. Cartridges can be inserted/connected into the [invention's] [sub] system. Can contain useful software / databases / features.
-'Customization: Use cartridges 'customized to the 'designated function; and or the 'cartridge has the 'customizing features built in. Can require 'access [passwords / licensing privileges to activate].

CHARACTER * = Animated graphics used in software.
Read Later: Characters portray: "moods", personalities, facial expressions, facial / body movement. See: + "Edits" "Images"; See "S" for other details. A 'game 'entity [normally not a live person themselves in flesh].

CHARACTERISTIC = Facets that differentiate something. How do you use the word "characteristic"?
Read Later: The distinguishing traits or marks [from other 'inventions, 'game entity traits], idiosyncratic traits are more distinguishable, what comprises the 'entity's or 'invention's character, feature, disposition, unique ['mood, 'editing, form of 'education or 'guidance.

CLAP * = Clapper. Activate electronic features by your making sounds. Each combination of sounds from hand claps or verbal sounds/speech controls a different function.
. Read Later: Allows user to control invention without touching. E.g.: via clapping or verbal commands -> mic -> sound recognition system -> c (computer – in center of system) -> activates function. Also: voice recognition recognizes human speech (follows spoken word's commands).

COMMUNICATE = Imagine people and or electronic inventions communicating with each other.
. Read Later: When any two or more people, other organisms, and or devices communicate with each other in any way. Modes of communication include: 'OSC (outgoing sound communicator) might speak words to a human, Electronic 'Transmissions, Signals, Something experienced by any of a person's or animal's five sensed (sounds or flashing light – see Pet-Communicate sub-part), 'Notifier, etc. Normally some 'reaction is expected in the counterpart of the communication, as there could be a purpose to communicating.

COMPOSE = What sounds might you like to compose? Or would you like an invention that has learned your tastes, to then synthesize something for your tastes? Do you prefer having more or less than normal levels of bass or treble? It can even talk to you like a favorite actor. Electronic Music Composition: The product can also be used to create interesting music or sounds.

+ COMPUTER / C = Computer. Central processing unit of this system and its inventions.

CONTENT ANALYZER / CA =

System determines the nature of a substance. Think of a substance you would like to have analyzed for its contents. Remember the world has a wide variety of ways to analyze just about any type of contents. They range from X-Rays to soil test equipment. They also include our Sound Analyzers (SA) and Visual Analyzers (VA). Also: our Smell Analyzers, Motion Analyzers and *Taste Analyzers.

. READ Later Rest of this Central Description: 1] Physical content 'analyzer: CAT Scanners, X-Rays, Scales*. 2] Database content 'analyzer: Types of 'databases analyzed include: ba-db (database); track-db (database). adapt (UIP)-DB development is a type of 'Content Analyzer. Applications: develop adaptation (UIP)-db (database) or adapt (UIP)-tailor.

COORDINATOR = This feature coordinates different parts and aspects inside the electronic system. Human beings naturally coordinate themselves, like their eyes, posture, hands and brain as they read about interesting inventions herein. Feature examples: 1. If a music synthesizer's volume goes up, it may refrain from allowing the bass to get too strong, to avoid damaging the speakers. 2. Windows close automatically when it gets cold, but if a flowerpot or something is accidentally left on the windowsill below where the window is coming down; the window will only close far enough as not to cause damage. 3. It determines which functions are more valuable for the person, and 'tailors accordingly.

CUSTOMIZE = Same as 'Tailor, 'Adapt, and 'adapt (UIP) (User Information Programming). The terms 'Adapt and 'Tailor are better than 'Customize. The latter is used as the term can shorten the text descriptions, because they require fewer accompanying words, e.g. "customize" is shorter than "adapt to the user" or "tailors it for...". Don't get stuck on the word "customize", stick with the "Adapt" concept.

D ™ = Figurative Drawing. See the Figurative Drawing file that explains the easy codes used in our drawings. Drawings were frequently called Diagrams up to 2006.

. Read Later: The term Diagram: May also be represented by "dia" or "diag" or "diagram". Also see "Tel" part. * Telephony is the old and rarely used abbreviation for "D". The old definition for D was telephony. [Since "D" for diagram is easily verifiable due to context, e.g.: it normally was followed by a colon and then diagram with parts lined together with the "=" symbol.] Please see "T" for the definition of telephony.

DANCE * = Things are triggered by how you move your body. A motion sensor interprets how you move. Imagine having sensors on your body's appendages; then a computer could see what was moved. . Read Later: Sensor 'guides user in proper body movement for physical therapy, or for learning golf swings, etc. Movement of body / device% generates sounds. Includes Yamaha's Miburi, which copies KN.

DB = Database. Stores needed information: as short or long-term memory files. Database is important in the systems' 'analysis functions.

DESIGNATED = What has been selected. Refers to a scenario falling within a specified range. It's used much like the definition of "designate" in any dictionary.

-Examples:

--'Seek & react uses 'designate to 'seek some occurrence or state of being within a [pre] defined parameter.

-"Access" allows designated passwords

-"Behavior analyzer": designated behavioral profiles

-"Education": system seeks designated information user needs to study (from internet).

-"Visual analyzer" seeks certain images

.-The software 'program's parameters need element(s) within bounds of designated characteristics.

-Diagram: input ~ electronic signals ->c (computer)~ (designation criteria analyzer) = next step: after designation criteria are met following action can occur.

DIAGRAM = See "D" for Figurative Drawing.

DISTANCER ™ = Signals or system responds whenever any two or more parts: separate or touch or alters in certain algorithmic domains of time or space. 'Notifies when certain algorithmic functions have been met, eg: separated by certain distance; for longer than specific time spans. See +Positioning System, and +PS-Zone.

EDIT / EDITOR = Alters text and graphics as desired. Can be done automatically as programmed. Sample alterations: insertions or omissions; highlighting; rearranging.

. Read Later:

-Benefits of 'Editing: 'Tailors data; Helps 'artist and 'education process.

-Toggle Multiple Cut and Pastes. Cut and paste the memory of several different elements, without memory loss after a pasting. Toggle between pasting/activating multiple elements. Toggling controlled by 'edit, 'educate, ADAPT (UIP) Tailoring. A separate function controllable by human user.

EDUC / EDUCATION / EDUCATE = Teaches the user what is designated. Can teach user how to utilize and benefit from features. Software based training.

. Read Later: Educational: also used as optional learning program or experience. Teaches skills (via separate software tutorial mode). Overlaps 'Guide functions.

-Educational: can also be used as a learning program or experience. Teaches skills (software has tutorial mode). (Helps) replace human instructor. 'EGH [Educational Gets Harder] is subset of "Educ".

EGH * = Education Gets Harder: Compensates users for their improved performance. System remembers user's performance and makes itself more or less challenging accordingly. See 'TGH (Therapy Gets Harder) and 'Education files for details.

ENTERTAIN / ENTERTAINMENT * = Users can also derives pleasure from invention.

ENVIRONMENTAL PROTECTION / E.P. = Our system hopeful can monitor itself and or the environment. It may adjust itself for greater EP. Analyzer uses sensors to determine what's happening. It 'seeks and reacts to designated situations.

EXERCISE ** = 'Guides and allows user to use invention in a novel way for exercise and good health. Also might function as helpful companion, guide, or rule setter in physical exercise. 'Score's person's movements.

. Read Later: Also might function as helpful companion, guide, or rule setter in physical exercise. Drawing: 1 -> 2 -> 3

-For Techies [OTD (Other Technical Details)]: u (user) moves from body posture/point 1 to 2 while user is interacting with product both in 1 and 2; 3 person continues exercise (123456...); system is good for person moving about in at least a minor fashion, though not necessarily requiring strenuous physical activity.

-"Billing": bills. *See: Access' Features for Motion and BA (Behavior Analyzer) (behavior analyzer): type motion= matches needed behavioral profile to gain "access".

-Type motions ("scored" (via "sensors")): "Dance"; Vibration (KN); PS-Zone; Access' "Motion"; How object (made (by u) to "Float".

EXPERIENCE = Person experiences part or all of system by their physical senses. The joy of the experience is one of the invention's many benefits.

GAME = Common definition of game. Videogames. Arcade, computer, electronic, mobile and wireless gaming. Also potentially playable on [mobile and wireless] computers, Nintendo™, Playstation™, Xbox™, and or our 'designated invention [hardware]. Inventions have additional 'game related functions. See our many game invention variations in the games folder.

GPS / PS (Positioning System) = Global Positioning System. Studies any movement of one or more objects/parts in relation to any physical or time grid. Movement is correlated with other databases. See 'PS (Positioning System).

. Read Later: Receive 'guidance for what you do and where you go. For example, our GPS Controlled Headlights: 'notifies what's coming up, eg; curve in road. Tells users which way to turn. Or communicate any information as programmed. Light/sound/vibration can be emitted in any way [to driver/passenger(s)/back seat drivers].

GUIDE ™ / GUIDANCE = Acts as the user's personalized guide. Helps users learn how to use the invention, by 'tailoring the guidance to the user's interests. Helps users in way they will better understand, especially in areas they need more help.

. READ Later:

-Examples: 1] Suggest how best to use system to match user's particular requirements, traits or preferences. 2] 'Educates how to use system. 3] Knows when and how to prompt person so they can better use and or learn system.

. 'Tailors itself to user's unique needs: each user and situation or task is different.

-Suggests how users might proceed [when stuck or having other trouble (with system)].

-System guides / prompts users for when / how (w5 (what, where, why, when and how)) they can be "educated".

ICON = An image on a computer screen. It represents one or more features that can be activated when clicked.

IMAGE = A graphical depiction on a 'screen. 'Artist and 'edit can alter 'images. 'Icon is a type of image.

INTERACT / INTERACTIVE / INTERACTION % = Interactivity. Interactive system. How system responds to person. Useful interface offers multiple ways to utilize invention's features.

. READ Later Rest of this Central Description: System's advanced alternatives can approach virtual reality. 'Tailors itself to better interface with user(s) so as to: be easier, or more exciting to use, or better help accomplish user's desired task.

. Interactive modes of Activation: Activates a signal via one of the following methods without touching a button. User activates via remote mode, eg: user makes vocal sound, clapper, activates a distancer), touches a computer screen.

. Interface covers: How person and system interface 'seek and react to each other, focusing on the system's functions. Manner in which user interfaces with system. How system "reacts" to "user" / how "user" "reacts" to system.

K = Keyboard. Person inputs any type of information via whatever electronic means. This feature (also viewed as part) can be replaced with 'Remote Control part.

* "Interactive" Images: for computers or interactive screens: Can use "interactive" keys or icons (on 'screen).

KN = One of our inventions in this or previous patent filings conceived by Mr. K a y s.

* Invention shows that we have the same or similar invention. invention is a subset of N (one of our inventions).

N = Inventions in this or earlier filing, and or other's inventions and non-patentable products.

LICENSE / LICENSEE / LICENSOR = Having 'access to 'designated features.

* 'Billing: User/'Licensee is normally 'billed for payment, based on 'access related criteria. Payment [can be considered 'Royalty]. 'Tracks licensee [usage level (in 'designated 'zones/market regions)].

LOCATOR / LOCATE * = Locate what you seek, and it can be found. Uses GPS and other positioning systems to identify where something is based on its tag.
. READ Later: Shows object's location (or person its attached to): Correlates an object's location in relation to that of other set objects, eg: other 'positioning devices, (fixed) location 'sensors. Shows location. System's receiver (A) identifies the location of its related electronic devices (B) which can be separated.

M / MFH = Mainframe computer is connected to system.

MATCH: See "Associate"

MIC / MICROPHONE = Microphone records sounds onto microchip or tape. Such sounds can be studied by 'sound analyzer and used as 'designated.
-Microphone adjusts itself to the direction and distance and type sound, to maximize record ability.

MORNING * = Morning alarm system. Be notified in creative ways.
Also functions as a creative morning alarm.
. Read Later: Uniquely wakens up the user such as via morning alarm, next can require them to act in some manner to bring them to full wakefulness, eg: by requiring some intricate task [on their personal computer] to deactivate alarm. A common piece of hardware for the software is the popular P.C. Can alert one at any time, and might require a novel way to deactivate in a special 'order & timing. Drawing: tds/uk/remote =c (computer)= alarm.

MQ * = System asks person questions, enabling itself to be better adjusted to person's needs. Is an instructorial 'guide)for user; with help menus. MQ's analyzer studies behavior of user so as to better enable itself to gain information 'designated as being helpful for user interface. This is a sub-feature of the 'Adapt feature.

MM / MULTI-MEDIA = Exciting audiovisual effects. Great for the invention's interface. Enhances the user's experience of the invention's many features. Sounds, graphics, typeface and other images are 'tailored to interest the user.

MULTI-USER = Invention adapts differently to each user, which is why it's called Multi-User. Each user can achieve a different benefit and experience, as those features, which are needed, will be offered differently on an as needed basis.

. READ Later Rest of this Central Description: System is programmed to differentiate between multiple (u) users, and 'tailor itself to each different user's needs. Each u (user / person) is differentiated from others via their: physical characteristics, 'BA (Behavior Analyzer), 'access code.

N = Inventions in this or earlier filing; and or other's inventions and non-patentable products.

NOTIFIER /NR= User is notified when something happens. They are alerted to the occurrence of any designated event. Determines the nature and degree of urgency, and how best to alert the user.
. READ Later Rest of this Central Description: U (user) is nr (notified) via: sounds, lights, information on computer display, vibration (of device touching body).
-'Tailor or users 'designate what: occurrences cause the 'notifier to 'react, and 'W5 (what, where, why, when and how) are notified.

ORDER & TIMING / O&T ™ = It analyzes patterns in the order for how events occur. Different patterns are interpreted separately from other patterns. For example a slow beat of drums differs from a fast beat. Each pattern triggers a different event. The world of events is filled with such patterns. These patterns along with what the system may pick up by way of its available sensors help it analyze what is happening, so it can react accordingly. .

OSC ™ = Outgoing Sound Communicator. Audio function. System's speakers communicate with users in words or sounds. System tailors its communication to the user's listening abilities and preferences, e.g. offers higher volume when the Sound Analyzer determines there is background noise.

OTD * = Other Technical Details. What can maybe be read later. Usually for those interested in the technological aspects. This term is simply a header used for the parts. "For Techies" can be the same as "OTD". Later read more about it in the introduction.

PD ™ = Positioning Device. The element whose location is being identified. GPS is one way to track positioning. Portable unit(s), which broadcasts their location to PS (Positioning System). See: PS.

PORTABLE * = Portable. The separate portable version can be half the weight, and twice as compact, and shock resistant as non-portable variations. Can be used as a Walk About invention.
For Techies: Drawing: c (computer) = battery = protective casing around product = handle
. 'WA strap: use the product while walking about, since the strap will hold itself in place on user's: upper leg, upper, lower arm, waist (use by just turning head down), necklace, or shoulder strap; bp. 5E090 Wireless terminals connect to central system.

PREDICT ™ / PREDICTION = Software predicts what will happen or how user will act. Its analysis of past action patterns, allows it to project future likely patterns. The more information it has about past patterns the better it will predict. Anticipating likely future occurences better enables the adaptive system to manage future situations.

READ Later:

In other words, likely occurrences, or behavior of others are anticipated, better enabling system to respond to or handle predicted situations.

-For example feature can predict: 1. what type of 'guidance user needs to become better 'educated with the feature's abilities. 2. Profitability from licensed inventions. 3. Ability for this patent application to maybe stop an infringer from using our ideas, e.g.: this application might show ten, one hundred, a thousand or more examples for how we describe our invention in our link structure.

-Prediction works via 'analyzing: 'order & timing; behavior; adapt-db (database); ('scored) +patterns; other algorithms.

. Prediction algorithm: Step 1] collects historical information. Step 2] identifies (past) patterns, especially searching for parameters as 'designated. Step 3] determines present and or future (known) events or parameters. Step 4] Fills in the missing elements of step 3 with multiple predictions for each slot. Step 5] each filled in anticipated scenario from step 4 is 'analyzed and 'scored for the likelihood of its occurrence (as in steps 2). Step 6] each prediction is 'scored for likelihood. Step 7] prediction may opt to use the prediction(s) with highest 'score(s). 8] Designated functions are altered accordingly.

. Likely behavior of others (in real life) is anticipated, better enabling designer of (kn) system to make their system respond to or handle predicted situations.

PR / PROGRAM = Program: User and or manufacturer program the product's computer software.

PS % = Positioning System. A general term covering many of our features. It uses 'Locators to identify something's position. Locators rely on a 'positioning device like a mobile GPS unit to read where something is located. Then this information can be sent wirelessly to the greater positioning system.

PS-ZONE ™ / ZONE = Studies moving things within a zone. Permission to use an invention can be zone restricted. For example one may have 'licensing rights for a wireless invention in Munich and Silicon Valley's Palo Alto.

Read Later: 'Analyzes the 'location of 'positioning devices, especially in terms of when and what (w5 (what, where, why, when and how)) they are doing in the 'designated zones. Limits or allows 'access to 'designated functions according to the zone of user and or what's attached to the 'positioning device.

Q / QUESTION / QUESTIONNAIRE = System asks questions to get needed information. System asking person questions better enables adapting it to the user's needs. User can ask system questions, such as via a software help menu.
READ Later:
.User / System asks questions to each other. See U (user asks system questions) & mq (manufacturer asks user questions to adapt it) functions for details.

R = Remote Control. User can control the system either via remote control, or keyboard.

REACT / REACTION = Subset of "Seeks & Reacts".

REMOTE = See "R".

ROUTE / ROUTER = Imagine a phone call getting routed through an international phone network. Users can also be routed within a system so they can access its desired features. Packets of data are sent where designated within the system.
Read Later: Software Routing Method. System analyzes user's needs and routes them to the designated points, eg: on information highway, or to designated files or programs within system.

S / SCREEN = Display Screen. There is a touchscreen variant too.
Read Later: Machine displays data on display ("S") screen. Display screen may also be "interactive" touchscreen (screen can function as keyboard "uk").

SCORE / SCORES / SCORING = Imagine a soccer or tennis game. The software keeps score. It scores just about any event that can be quantified. Example scores: 1. Users can score how well an invention adapted for their needs. 2. The system can score the likely chance that a user is actually hacking into the system based on their behavior profile. More.
Read Later: Invention can score numerical quantifications of a product; user's performance; or 'status of situation. Definition overlaps function of "Status". System reacts according to how good a score is, for example it may consider something with a high score more important.

SEEK / SOUGHT = Subset of "Seek & React "

SEEK & REACTS / S&R = System seeks designated occurrences, which intern triggers an automatic reaction. There are two steps: First the software seeks a designated occurrence, then it responds accordingly. It's like having a friendly butler to handle matters as things come up.

SENSOR(S) = Uses any available sensor to determine what has or is happening. Sensors can 'score for the presence of certain chemicals. The motion sensor catches movement in the area. Thermometers and other meteorological equipment are also sensors. Many more sensors exist.

SA / SOUND ANALYZER / SR / SOUND RECOGNIZER = Imagine having your ears in remote locations. And imagine your ears could interpret what happened for you while you are away. This is what the sound analyzer does. There are many benefits, for example: the system can react to an event based on what sounds it hears, such as turning on the lights when it hears your hands clap.
Read Later;
. In other words it 'Analyzes sound. Database memorizes tens of thousands of possible sounds. Analyzes type sound by frequency, volume and or direction and distance of sound source. Type sound generates a feature that initiates corresponding function.
. Tagged Cascade Effect 7J08: System hones in on a frequency (sound), then cancels other sounds making tagged sound clearer. System 'reacts when the 'tagged action occurs. Hones in on anything effecting man's five senses. 'content analyzer, 'edit, 'seek & react, 'tailor, 'visual analyzer.

SEARCH & REPLACE* = Imagine a text editor's search and replace feature. More specific examples include: 1. A child reading a storybook online has their favorite color green inserted into the text to replace red, when descriptions of toys and other inventions come up; 2. Features in this system driven by software, can have its code edited; resulting in its being better adapted to the user's needs.
Read Later: Aspects of database or other software elements are altered.
. People who happen to have dyslexia can have text 'edited so it is easier for them to read. Each person probably has different reading difficulties such as with specific characters. So system adapts accordingly. Kindly see our Search & Replace file that was in the introduction.
. 'Edit or 'Tailor alters how sections of computer, DNA or chemical code are 'Searched & Replaced. The suggested formula is 'tailored to the designated need.

SOUND VISUAL ANALYZER / SOUND VISUAL RECONGINZER %* = Imagine a laser beam bouncing on a screen based on the music's rhythms. It converts sounds to visual effects. Or conversely it can convert visual effects to sounds.

STATUS = Would you like an automated attended to tell you the status of a current situation? It is cheaper than hiring a live person. The feature determines the status of something based on what scores have come in. For example: This invention can see if a factory in Viet Nam is infringing on its inventions and to what degree by scoring the volume of its exports. Export figures can be obtained from customs houses in Europe, or even from investigators in the local country.

SW = Software Program(s). This can control what features are offered to the user, and how they are adapted. One can 'license software that is inserted like a cartridge.

SYNTH / SYNTHESIZER = Sound synthesizer. Received sounds are altered. "PP" & or "MP" selects the synthesizing program and how it processes sounds; microphone ("mic"). Sounds like music and verbal communication are ''adapted to listeners based on their hearing preferences. Useful feature in composing music, etc.

T / TEL = Telecommunications in its various forms are available. Mobile phones (called "cell phones" in the US). Telephones, Internet. System and its features can stay connected wirelessly or via fixed lines.

TAG = Would you like to know what is happening to something when you are away? Tag it, and have it tracked wirelessly by your system. Details in the 'Track feature file.

TAILOR ™ = See the 'Adapt feature, and discover how our inventions will tailor themselves to they adapt to the user's needs.

TDS = Time Date Stamp. Program memorizes, labels, and identifies timing of desired occurrences. It registers what happened.

TGH / Therapy Gets Harder * = Use can be psychologically therapeutic. Therapy machine helping people. Also, compensates for user's state of mind and or current personal info, and or condition, based on: what user keys in, are how well they scored in the previous physical therapy session.

TILT ™ ='Remote Control Joystick. Otherwise confidential.

TR = Transmission: sending / receiving via: air waves / wire.
. Read Later: Eg: radio waves, infrared light, copper/optical cable, tel line (whether wireless/wire). Drawing: * electronic product/feature = transmitter/receiver = transmitter/receiver = * electronic product/part. "Billing": bills for time used / "accessed", eg: like tel bill. This 'TR feature can also be referred to by the term `communication(s)' when used in the electronic context. 'TR is a needed component, eg: for 4E020 Registrar. The equal sign " = " in our drawings (diagrams) shows where the transmission 'links can be.

TRACK / TRACKER = Tracking System. Tracks. System 'tags then tracks designated: person, file, and type activity. Can develop adapt-Database on what it is designed to monitor / study as studied element changes or moves. Software driven. Example: an intelligent monitor that tracks what files a person accessed in a

computer; or other types of activity done by person. GPS follows where and how a person or vehicle travels on planet. Tracks a person as they try to gain "access", and what they do after.

TRAITS = Characteristics. Usually used as characteristics of a user, especially their preferences. What they want a system to do for them. See User Information Programming (adapt) on how it tailors systems to the traits of the users and or situations.

U = See User

UIP = See Adapt

UK ™ = User Keys In Information. This combines the U (user) with the K (keyboard) feature. Or just call this feature "K" or "R" (remote control) as a user is needed to use either access method.

U / USER = User can be a person using the system. Sometimes another invention connects to our system, in which case the outside (less central to the overall design) can be considered a user as well. Usually it is the entity licensed to use the inventions and their features.

VA / VISUAL ANALYZER / VISUAL RECOGNIZER . The camera can analyze what is seen. Its interpretation of the image is sent to the automated system that can react according to what has been seen. . Read Later: Studies image thru its 'camera. "Analyzes" images. System determines what images are present, then system responds to images as programmed. It's 'tailored to 'track 'designated 'images. Visually 'Seek 'Designated 'Images. A visual version of the Tagged Cascade Effect 7J08 invention.

VR **% = Virtual Realty. Future use with virtual reality technology possible. User puts on goggles and or gloves and or body suits that let them virtually experience what a situation feels like.

WA = Walk About Portable version of the invention. Communicates wirelessly with rest of system and/or other systems. User 'interacts with it also as a portable way to 'access desired features (in main system). Can have optional headphones.

W5 ™ (WHAT, WHERE, WHY, WHEN AND HOW) = What are the five most commonly asked basic questions in the world? This feature asks 1. What happened. 2. Where did it occur. 3. Why did it happen? 4. When? 5. How?

ZONE ™ = See PS-Zone.

FOR MORE INFO ON FEATURES SEE:
Table of Contents. Files with more details on the features include: Features Appendix (often includes important but less central specifications and diagrams), plus many files devoted specifically to each feature. Then follow the optional links to other parts of this and connected patent applications. For updates and other information visit our site www.LicenseItToday.com

☺ CONCLUDES CENTRAL SECTION OF THE FEATURES / PARTS FILE

SECTION FOR COMMON FEATURES IN GREATER DETAIL
READ THESE CENTRAL DESCRIPTIONS LATER

File: Access \ Introduction

ACCESS FEATURE

Access's Table of Contents:

. Introduction
. Behavior Analyzer for Access. Files: BA+, BA, BA-Auto, BA-SC, BA-Tailor, BA-IMI, BA-Pat, BA*.
. Common Features
. Images Needed for Gaining Access
. Patents and Keywords
. Miscellaneous : Access *

Gain access to electronic product's function with the correct password or creative input. Use Our Masterminded Patent Application To Improve Your Security Control Ideas! Learn about our quick and easy licenses. Call (+1) 707-428-5000 www.LicenseItToday.com
There are many ways of giving access. Jump in and read how.
Forms of Access include: Passwords, admission, ability to approach / 'interact, connection, contact, introduction – greater levels need greater passwords, permit, intrude, infiltrate, license, seize magic words for entry, correct password / keyword, abracadabra, secret sign ['image]. Permission to: achieve, buy, catch, collect, earn, gain, get, have, promote, secure, take, win [a 'game], recognition, parlay, pick [from menu], succeed to do something,

Any action a user can make and which is picked up by a sensor and intern converted to signals, such as: standing one meter from a heat sensor for 10 seconds, or blinking one's left eye twice.
-Any occurrence can become an access procedure, whether in life form; or life form that effects a "sensor"; or electronically generated occurrence. Eg: any "R" or "K" or "Artist" invention is also utilized for generating (in

unique a manner) signals, which are subsequently interpreted as passwords. Examples of ways listed in Access' Features (Parts).

-(The term Passwords includes: Accessor's Changeable / Common Behavior Profiles)

+p--The untrained illicit observer may not realize there are actual signal occurring functions designed to gain "access", and even if it was noted, it may be difficult to log such actions by accessor short of having a motion camera. Required actions from accessor especially focus on those less readily capable by observers and hackers. Examples: body movement or behavior or work actions that may seem somewhat ordinary or which don't catch special attention. Password procedures may seem as slightly quirky behavior by observers, but possibly special notice wouldn't be made if the procedures are camouflaged - see "Hide Access Procedure".

-The largest Features (Parts) of "access" (as of 9.96) were analysis of images drawn, and analyzing behavior of accessor. Details of most access Features expound therein as well.

-"Morning alarm" introduction: This is only one of the many applications for "access". "Morning alarms" are systems created to uniquely waken up the users, and then to require them to acting some manner to bring them to full wakefulness, eg: by doing some intricate task on their personal computer. If necessary, "Morning alarm" can be ignored only to better understand the general natures of "access".

3C292 Magical Building Blocks: Each combination has designated results. See 3CE file.

-A1-290-121001 Finger Print Reader: Analyzes a person's behavior by their fingerprint. Also matches couples with compatible fingerprints. Related to existing "C" systems based on horoscope, blood type. Similar products exist at least in idea form, see "Popular Science" new products section for an issue in '94 - 4/96.

* The UIP (user information programming) of user can change from data collected via "tracking" sys. % "Camera" = "Track", % "Sensor" = "Track". Tracking by "C" originated signals (eg: what u (user) is doing on el (electronic) sys (u=k=c)) is favored tracking mode, and cheaper to produce.

.-"Router": locates then= retrieves needed data= for this part.

ACCESS For Medical, & Biological Research:

** = Gain access to electronic product's controls with a correctly keyed in combination.

Each subject (patient/element being studied/user (human/animal/virus/%bacteria/%plant)) has a separate code.

-Each subject has its own way of triggering the code. Examples:

-human keys in code

-characteristics of subject are determined (via sensors / uip), these characteristics hence trigger one or more applicable codes.

--Drawing #1: 1 characteristic (changes / identifies identity of subject) = 2 sensor = tr (transmits) (transmits) = 3 analyzer (uip) = c (memory).

--Drawing #2: D1 = tr (transmits) (transmits) = signals (electrical / commands to control or change (electronic) device which is designed to = effect / alter the subject = 4 change(s) in subject = sensed via (D1) sensor = D1.

4: characteristic, eg^ = (physical state or change (chemical, color, temperature / type and or quantity of viruses present)).

4 = function of viruses:^ speed of multiplying / deactivation / movement (speed / where to and from) /

4 = characteristic of larger organism subject hosting smaller virus subject(s)

4 = chemical state of subject (larger host / viruses) ^: Ph / blood contents / temperature / sweat contents

This and other password generations can be utilized for training animals. Invention can cross borders of language, culture, age, intelligence, physical handicap, and sometimes even (mammalian/farm/pet) animals.

2B090 Sound Art: Convert sounds into interesting (two dimensional) shapes and colors. Program how a sound is converted into an infinite array of possible graphics. Images also dance live to the user's tune of sound generated.

-correct moving image= access: u (user) is able to see how their sounds are generating the required ('images), allowing better sound control. Visual representation of sounds is easier for U (user) to gauge and make any needed corrections.

-see 2B090 for details.

. PATENTS: key word search of US abstracts 1.74-1.97 www.qpat:

-(sound music) and (interact dance convert alter move) and (image picture color)

A1-540 Touch Card: Matches people's finger prints with their credit and identification cards.

-Checks the right person is using their card by matching fingerprints. Applications: credit cards, ID card systems.

-Can take fingerprints of those registered with (inter)national agencies, then you might also type a code, which helps "C", find your fingerprint more readily and as a safety precaution too. It accepts those who are sending their payments in time.

-use when using credit cards or other cards or other situations/products

-eye in machine can ask person to put their finger there and compares print with its memory.

File: Access \ Ac-BA +

COMPUTER HACKER BEHAVIORAL ANALYZER & TRACKER

This file covers ac-ba ('Access – 'Behavior feature) elements labeled with "+", then edited from there.

Abstract: The unique Hacking Behavior Analyzer catches hackers. It 'analyzes how a hacker's behavior deviates from what's expected from the legitimate password holder. This software invention is a defense against internal and external infiltrators with the [correct] ['access requirements (passwords)].

When issued, each password is scored for the level of security clearance permitted in each subject category. The built-in flexibility of the software saves security's man hours by occasionally allowing minor transgression into designated files deemed slightly sensitive and of possible use to the legitimate password. Hackers are flagged ['tagged] and so 'notified to the security system when the user accesses information [well] out of their password's normally permitted usage. The level of permitted flexibility to transgress is built into the password. It can be the live or automated security guard that determines how to handle/'react such a flagged password user.

Passwords later associated with minor deviant behavior (by the password user) result in a lowering of the password's security clearance. More serious deviation results in revocation until the password holder can pass diverse tests to authenticate themselves.

'Customization: Greater 'tracking is made upon user's whose 'scores suggest they're more likely to be illegitimate. System can 'react by offering traps that suggest user is getting information they need – as system 'tailors what they are fed. Links can be made to other 'tailored [patent applications] inventions/features. Manner in which our features 'interact with [illegitimate] user is designed to: 'tailor user's needs / entrapment / 'tracking.

-Data user gets/transfers is 'tagged [so that it continues to be 'tailored to the user / what is perceived as the user's belief for what the [stolen] 'accessed feature possesses. This data can become legally authorized software like virus [which leaves a trail] that can hopefully later be deactivated if/when time is right [hacker apprehended along with their accomplices]. This patent application need have no mercy for deceitful entrepreneurs.

Additional examples of deviant behaviors of password users include:

-the password's behavior (user utilizing specific password) in non sensitive areas is found to be deviant (very difficult for outside infiltrators to hide). In other words, the behavior pattern does not match up with their past behavior patterns.

-Caller ID doesn't recognize caller's location.

-Outside infiltrators may wish to reduce their risk of the system noticing a simultaneous use of the same password. They may seek access at odd hours. Hence unusual access times when the correct user is usually not on the system, drop the password's score for legitimate usage patterns. In other words the number of "suspicious points" is accumulated by this behavior.

-System scores hundreds of other subtle deviant behaviors.

Hacker Behavior Analyzer can be compatible with numerous existing security systems, to both protect valuable information, and free security personnel for their less automatable tasks. The hacker's inability to necessarily know that a required behavior pattern exists, let alone function within its intricate patterns, makes this patent pending software an essential safe guard.

End File: Ac-Ba +

File: Access \ Ac-Ba

"ACCESS - BEHAVIORAL ANALYZER"

Introduction: System determines user's identity by their personality profile, in other words their pattern of behavior on an electronic device such as a computer can be analyzed. System replaces a human sentry, which can permit access and determine if user's behavior is appropriate. Also uses fuzzy logic.

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The 'Behavior Analyzer Function: The software can automatically block information from the accessor. The differing behavior profile of each accessor, results in a scoring for how pertinent sensitive files are to the accessor, enabling the system to block information deemed less pertinent.

The Sensitivity Rating Function analyzes the system's files according to how it was initially categorized by security personnel. Files are categorized by subject, level of sensitivity, etc. This automatized screening system can also analyze contents via: key word analysis, and how the information is being utilized such as by whom and for what purposes. The Sensitivity Rating Function tracks changes in the file's content or usage to automatically determine if an increase or decrease in the level of security is needed.

+ Do: Take material from UIP.

The task at hand previously required excessive man hours. However, since no automated system is perfect, any of the system's security features can be programmed much like before, or overridden by the designated system operator.

Values:

+-makes the access sys more mysterious for hackers. More hurdles.

-Requires considerably more knowledge about: legitimate holder of password, how company operates. Hacker must also play act well above and beyond what they would normally prefer doing by pretending to use password legitimately. Limits the scope of potential hackers to those closer to understanding both the correct behaviors and access' scoring system. Yet none of the above is good enough if scoring system is tight enough.

+-potentially less cumbersome or annoying for legitimate users. Fewer access entry hurdles have to be consciously driven by user to continue access, if sys monitors their behavior.

+-Employers can more readily disguise their wish to limit access of (previously) legitimate accessors by stating: sys down failure, or the "ba" sys didn't work properly (due to incorrect uip=db).

+ Censorship: Limit what accessors can read or "interact" with, eg: parents limiting the "entertainment" and "games" children experience, by their subject content. Other types of "restrictors":

--By limiting sensitive material to area accessor is interested= accessor becomes less suspicious that material they view has been "edited" for them: Eg, customers, investigators, stockholders and journalists seeking to study organization's materials: cut out subjects that are sensitive / what journalist via their password may "seek".

++ Inversely:

Manner in which uip-tailor functions can also be a form of access control, in that functions and material not presented are also a form of uip-tailoring. ba ('behavior analyzer) can either "seek" what accessor Needs or is permitted To View; both being similar.

-In other words: access=ba can "seek" / "edit" information for accessor. This is a form of UIP-Tailor. Saves user's time.

-Also uses internet's sw ('software) that "seeks" "designated" news / other material that appears later on www.

-BA knows what accessor wants to "experience" W5 = uip-tailor.

-See: "artist's" "cut & paste"; "edit"; "seek"; key word "seeking"; ++"uip-tailor".

. "Education": correct behavior taught to accessor= thereafter such (correct) behavior required. Needed "education" determined by accessor's behavior.

.--Morning alarm: "designated" "reactions" from u (user) are "educated"= so in future u: more readily responds to alarm (in positive manner); teaches them new skills.

. Tamper Alert: System "seeks" unusual / unauthorized (re) programming of sw. MP.

.--morning alarm: legitimate user can't readily deactivate alarm so they can continue sleeping. Eg: reprogramming not allowed during wake up time period.

. Multi-User: Each accessor has differing access procedures, and safety protocols, and "access' ba".

--morning alarm: each user required to deactivate alarm in their own uip-tailored way.

. OSC (outgoing sound communicator) is used to elicit "designated" responses (behavior) from "accessor".

Additional Applications: See *"Game". Likely hackers= trigger (closer) monitoring= from "tracker".

+ Learning from behavior of previous hackers: The system protected by "access" is statistically more likely to get future hacking behavior= related in style to previous hacker activity.

-The behavior of previous hackers= is watched more carefully by "track". In other words: score is tighter for such behavior / "routing"= if its seen again.

How "Artist's Writing Instrument" is used = access-ba. deactivate morning alarm:

Material that is deemed restricted (for "designated" password) can't be: copied, transferred, printed, *viewed, *"experienced"= wo (without) higher level authority.

A computer system's table of contents has sensitive information blocked from "designated" accessors.

'Behavioral characteristics and or 'user's security clearance 'score can be integrated with a [private co's or credit rating agency or government] data base of people:

-employer helps determine safety in issuing security clearance to 'designated users.

-employer's info shared with the data base service can:

--help determine employer's and database's 'analyzer in determining the 'user's new/changed security rating score.

'--help data base bureau's data bank, like Dunn & Bradstreet which sells credit info, but also collects it from the same clients.

Spell Checker: the same people often make identical spelling errors. Helps determine if correct party is the accessor.

The language interface requested by user can also be useful in matching the correct user. Eg: A French accessor's password states their language of preference; and a 'notification will be made should a 'Spanish or 'Russian interface ever be made [and then actually utilized [for 5 minutes - need to maybe give allowance for the curiosity seeker]].

Issue is there are two Features to KN, one scoring accessors, the other scoring the information.

3E061 Motion Tutor: 'Guides users to improve their movements, eg: the correct level of movement gains 'access. System assumes user's movements will either change or improve over time.

END AC-BA FILE

File: Access \ Ac-BA-Auto

FILE AC-BA-AUTO

6B240 Driver Identity System: driver with key can only activate car if their body weight matches car's memory. Owner programs car for one or more driver weight settings, or changes in weight.

-integrates with any other 'sensor or related 'password function needed to activate a device/vehicle. EG: 'va, 'sa, finger print sensor.

-'notifies U (user) of weight gain/*loss; motivating them into better health. Uip/Bad/increased/any weight/health-condition might have device suggest user walk (more) (to [nearby] destinations instead of driving).

.-physical dimensions (eg: body weight on driver's seat matches car's "C" memory): uip, access.

-"PR": 1] Car owner can easily program a change should they wish to add or delete a driver. Eg: stop allowing your son to use car during school hours (access = timing device).

*- should driver's weight be changing and edge closer to the set permissible parameter, a warning sound and or "S" or light goes on to notify them of a needed change.

*- changes can also be made via keying in special difficult to crack secret code

.-The system measures driver via one or more of the following: approximate weight range, and or general physical appearance (eye, hair, skin color, height while sitting, etc) match car's "C". "Visual Analyzer"

.-if weight is the measuring device, it will limit the degree to which a person can experiment by adding additional weights. That is the weight can't keep going up a little at a time with the ignition then starting. Real driver(s) must be in normal sitting position to activate car, thereafter their weight change by moving, etc does not effect car's ignition system.

--should u gain or lose weight, they'll need bypass password / key to reconfigure ("pr") their new weight or other changed physical feature.

.-security is designed for up to 20 or more drivers.

* For Techies: All; "S"; "C"; pp; mp; uk; user behavior; alerter; osc; va; cart; access; uip.

-access = human breath "analyzer" (each person's breath possibly being different). Exists: can't activate car if alcohol on breath. US Patents: 5519260 using driver's license number.

6G241 GPS Tracker: 'analyzes travel patterns, and 'reacts accordingly. 'Designated patterns can be good/bad/other. Vehicle/device is deactivated in 'designated 'zones / w5 criteria. [details of this feature in 'zones].

-Only certain u/passwords can enter 'designated 'zones. Applications: car rentals; employee use of vehicles/devices.

CONCLUDES FILE AC-BA-AUTO

File: Access \ Ac-BA-SC

+ "ACCESS' BA = SCORE"

Introduction: All accessible 'multi-media have a 'score rating. Media are Desired files and functions (type behavior needed to deactivate "morning alarm"). Their scores must match the scores of Accessors if access is to be granted. Any number of criteria can be used to develop a score, with more or less or no weight given to possible criteria. Bad behavior can be similar to what access controller thinks is that of a hacker, hence a lower score is given.

How 'multi-media is 'scored:

-Multi-Media = what user wants or needs, namely: desired files and or (kn) functions.

-Media's level of sensitivity to: hackers (damage to company); inconvenience: loss of access due to= access controller's distrust= resulting in inconvenience; number of people who need information (the greater the number the wider the score tolerance?)

-Pertinence to accessor and or their department and or their function (for certain time frame, or via usage of certain password).

-Media's usage: media's frequency of usage by (all / "designated") passwords. The greater the level of importance or applicability= maybe the less strict scoring sys would be. UIP-Tailor.

-"Coordinator": the score for one form of media (when its changed) can effect the score of other related media.

-Sophistication: eg, a secretary's password accessing PhD level material is cause for suspect.

-"Morning alarm's "Notification" system: its level of pertinence to user's needs. Eg: how effective is it in waking user, based on user's uip-db (ba).

How accessors are 'scored:

-Time spent: the (percent of) time accessor might be utilizing certain files and or subject groups. Are they under utilizing something= in which case maybe a hacker is simply going for what they want. Are they over utilizing something? Hours of operation (after accessor's normal working hours)?

-"Routing": are accessor's steps through sys normal?

.-"track" and "score" "analyzes" accessor's behavior.

-Normality of user defined: 1] Based on user's previous history, with greater weight placed on more recent activity. 2] What other legitimate accessors are doing; maybe less important. 3] UIP-DB of user's behavior created by user / sys / "questionnaire" / "access controller". 4] Employee job function's domains.

-Accessor's "Caller ID". Is their originating telephone number in system's records? Accessor required to have caller ID active if they seek access.

+-Peculiarities of user's hardware: special (secret) Configurations in sw ('software) or hardware better label accessor correctly. Accessors (are required to) have "tags" on their hardware / software.

-H: invention "Sensors" = Analyze = match (behavioral / bodily) profile of accessor. See other Features of "Access".

-Typing pattern on keyboard - See invention in A or B directory.

+--How "R" is utilized, eg: way joystick is moved.

.-Sys "analyzes" why accessor is doing W5= then conclusions are analyzed by access controller.

-Lie detectors, and (ba) "questionnaires" accessor must answer correctly.

+-Accessor's activities outside password realm: sys not only "analyzes" what accessor is doing within (its / main) accessed system. BA (behavior analyzer) also "tracks": other "accessed" systems; W5 accessor does what they do %;

+?--system must connect ("coordinate") accessor's functions when they are on / off (main) access system. Eg: other "track" systems are connected, and these log when accessor enters / leaves office / computer room; (digitized) reports / results they submit, sys/supervisor analyzes if they are pertinent and or have reasonable quality (something harder for a hacker to do)

+-Accessor's history prior to gaining (any type of) access to said system. Their: criminal record, behavior as somewhat determinable by their curriculum vitae; facial analyzers %; intuitive reports written by others at work place (about their behavior / deviance / potential to hack).

-Accessor's errors: the more frequently accessor attempts access into files where accessor's legitimacy is concerned, the lower the accessor's score becomes. The greater the breach, the greater their drop in score. Eg: system allows three errors a day, maxing at five consecutive days.

-How accessor "reacts" (to system's "prompts" / "questions")

.-"EGH" (Education Gets Harder): Is accessor's learning curve normal? Based on media user "interacted" with previously. Eg: the portions of tutorial programs accessed should normally not go from very sophisticated, then months later to less sophisticated too often.

-"Morning alarm": user's wakefulness before* and after the alarm; their behavior= as matched against the notification mode.

Subject group "designation": Media is scored also by its type of subject category. Also, accessor is scored for how likely they're a hacker by the subject matter they address.

-How often does the accessor access material in our outside their permitted subject area? For material which can be "tagged" under multiple subject categories, how important is the actual subject category in the material - this would be measured by the frequency of the "designated" terms used in classifying the material's category.

. In other words: Frequency of "designated" key words (found via saw's search function) of files, or functions (their labels, command codes, instructions, "q").

-Accessor is assigned a list of key words, these and their related words (found via saw's thesaurus) can be used in scoring.

-The system may (not) seek a limited frequency of these terms used in the material (files) accessor "seeks"= and uses.

. The one or more "tags" assigned to each set of data (within a file), file, directory, group of directories, other groupings: web sights, particular "mainframe" computers. Multiple labels give a value representing different scoring systems, each scoring system is applicable for same file. In other words, each file can be rated differently according to what rating system is used.

. How material was used: Who / W5 used the files -> "edits" the label= of said files; updating of files can "edit" the file's label(s); if hackers accessed material previously, or "access controller" determines a higher / lower security rating is needed.

-"Morning alarm": it's levels of: effectiveness, "entertainment", "education", user friendliness.

+ Subject categories that may have tighter scores:

-finances; company's planning department (new products, future trends); anything that can financially help hacker, and or hurt owner of system being protected by access; file on the access system, eg: information on how hackers are caught; information risking the organization or country's or world's peace; information on criminal behavior (of potential hackers), eg: police records; any other information commonly protected as stated in encryption software articles and patents.

-"Morning alarm": those with more difficulty in waking.

Composite factors: W5 composite of factors used in determining "accessibility":

-Any one or multiple factors determine= "access": one or multiple scores; the type score most applicable carries greater weight; system "merges" multiple "scores".

-Fuzzy logic: when accessor does not quite meet the needed scoreof file or system: The "access controller" can be stricter; or for better user friendliness, more flexible. All dependant on one or multiple variables.

-type (deviant) behavior(s)= "results" in= "designated" scoring system(s). Eg: sys "analyzes" 7 positive, 3 deviant behaviors=scoring system for the 3 negative behavior "tags"= goes into operation.

+ different scoring systems applicable (Irrespective of accessor's behavior). Diverse screening systems can be an additional safe guard, since accessor may not know the "order & timing" of the access system's requirements at any moment. What can trigger differing scoring systems: time of day, month, year; stock prices; excess number of accessors logged into system (a way to reduce congestion); accessor behavior; legitimate accessor's behavior ("group behavior"), eg: their "order & timing" or subject matter or w/ (with) that they are "interacting"; type "hints" or "prompts" used; at the mercy of (human) access controller.

--Roulette: random process= w/ (with) almost no detectable pattern for selecting= the scoring or other access protocol.

-Example: u accesses two out of three files, which match his "score" and the third file is beyond his range by 30%= sys may permit access. Reasoning behind this: the score matching of other files helps determine legitimacy of accessor; system can narrow the level of tolerance for deviant scores for each file if other factors are taken into account as well.

-Composite of factors especially useful when: access is during same session (as the behavior being analyzed), * or near each other, * or when accessor is known to be at facility / work site / "access" gateway. Known via: "track", having "accessed" into building.

-Compares UIP-DB of accessor with= "scores" of what's accessed.

. Multiple scoring systems operating within same system.

-Differing external factors. Examples: If hackers are a higher percentage of accessors after working hours, scoring system becomes stricter then; There's some crisis in the organization or system; System is overloaded with accessors, hence needs to limit access to those with highest seniority or scores.

-Hacker is thought to (possibly) be in system. The perceived interests of the hacker (eg: via the subjects they seek)= analyzed= "designated" scoring system enacted.

-Something like a computer virus is thought to be in system. This virus needs an anti-viral or related sw ('software) program.

.-"Designated" scoring / screening system enacted according to circumstances. "Seek & React".

-"Morning alarm": requires different access mode for morning wake up applications.

Changes in "Score" of accessor (one who (seeks to) gain access:

+ System can automatically (slowly) alter accessor's type score. In other words: as user's behavior changes= the needed behavior profile to gain access changes slowly over time.

--In other words [third re-explanation]: Due to the inconvenience in needing to have access controller frequently alter user's password= as accessor's functions change= uip="analyzer" can (automatically) "edit" the accessor's "score".

.-Scores tied to accessor's password(s) changes with their natural changes in the work place (as their job / company / economy changes). UIP-Tailor.

.-one or more scoring criteria can be utilized. Criteria can change by the password / accessor's (changed) behavior. If one criteria isn't suitable W5= then another is (automatically) adopted.

. Negative accumulated scoring shortens lifetime of password:

+ passwords can have limited active life= measured by amount password was used while there was a (semi) negative score for the accessor / material they accessed.

+--also measured by: calendar or usage time; "group behavior"; suspicion that hackers have penetrated (in past); other scoring criteria.

.-User must keep password alive by just activating (part of) password if they aren't using; after disuse, access controller needs to be "interacted" with= reactivate ("edited") password. Unwatched / unused passwords more prone to hacking (without notice by sys or accessor), eg: "scores" can be changed by hacker, legitimate hacker may not note unusual activity on their password account.

Miscellaneous:

-when needed= accessor's functions can have differing passwords, better allowing sys to permit user's behavior, which may alter from accessor's normal role.

-D1: accessor's (changeable) "score" = k (keyboard entry) = c (computer) (access sw) / "Correlator" (compares scores of accessor w= file "sought") = material (file).

-D2: accessor = [password w= score / cart] = access controller = c (compares scores ("coordinates")) = elements (to be) accessed.

-can have one or multiple password(s) "designated" for applicable functions.

-can only utilize passwords a maximum or minimum number of times = tds (time date stamper) / Score (of (type) usage).

-Irregular usage? Sudden excessive usage= might drop the score.

.-files can be "tagged" / "designated" by: 1] actual files; 2] directories; 3] subject groupings.

+-(Access') scoring system also scores itself for: ability to keep out hackers; user friendliness; how good it's uip-tailoring; user happiness. Also uses "questionnaires" answered by accessors in determining final scores; these ask accessors their: intuitive suspicion; user friendliness; how to alter scoring; W5 of scoring needs adjustment. System "merges" / "analyzes" answers (w/ (human) access controller).

-System sorts through different factors to= "designate" which are better / worse / applicable for lowering or raising score.

Drawing: ["Access" = "BA" = "Score"] =

"ANALYZER" = Compares scores of password over time.

"CHANGE ACCESS PROCESS" =

.-One of the causes are when sys questions legitimacy of accessor= serving as excuse for user to go through (security checks and) process of getting new password (=via automation).

-"Morning alarm": new interesting ways of waking each day, versus repetitive actions.

"GAME" = *Scores accessor's performance. "Morning alarm":

"HIDE ACCESS PROCESS" = *1] Fact that "scoring" system is in operation. 2] "Questionnaire".

"HINT" = Hints to accessor that their behavior might need alteration to get / maintain access. "Prompts" suggests: alternative files, W5 for behavioral functions. "Morning alarm": when user stalls

"MOOD" = Accessor's level of: (happy) "entertainment". Their "mood" is used as score. Mood determined via: key word searches of what accessor inputted / *"experienced". "Morning alarm": uplifts user's mood.

"MOTION" = Level of motion's deviance from the best path / %"route"= is scored.

-Deviance types / levels. Too: big or small; fast or slow;irregularity (of: speed, shape).

-"Morning alarm": requires user's physical action, eg: run treadmill, physically get out of bed.

"NOTIFIER" = The degree of urgency= as measured by score= results in different type of signal generated from notifier.

-"Morning alarm": user is jolted more greatly when: they're exceeding the time limits to act; that day is "designated" as more important.

"ORDER & TIMING" =

-Timing: scores are given to different time parameters / durations.

-Order: The ordering of events comprises a string of blocks.

Placement of blocks can be measured by the block(s) preceding and following / the *number in place as measured from the front or back.

-"Morning alarm": creates the "designated" "mood", eg: jarring "mood" created by OSC (outgoing sound communicator) to awaken user from sleepiness= followed by more civil requirements if user has actually arisen, so they're also mentally more awake.

"PROMPT" = User's score / their uip-db much determines type of prompt they'll get.

"PS-ZONE" =

-bulls' eye: Like concentric circles, the closer to the bulls eye representing the best location, the higher the score.

-beehive: different sporadic spots might be the best locations.

.--in which case the central cells have highest ratings, the neighbor cells may have 50% of the best cell's rating, the next tier out having 25%, and next out zero, and next out, minus 10%, and so forth. Different central cells can have differing scores.

-outer ring donut: higher scores for "designated" distance from centrally measured point.

-altitude: measured in mm or km

-angle: eg: 45 degrees from centrally measured point. This can be combined with "designated" distance.

-depth: must be below or covered by something (of designated substance / thickness; or be covered and of certain distance from the covering). Eg: "seeking" buried material.

-multiple zones: two or more "designated" zones must be active / activated / occupied: simultaneously / in designated "order & timing" (path accessor physically walks).

--each "k" (key) can represent a zone. The "order & timing" of their being activated= creates a pattern. "Key" is a very broad area of applications. See: "compose", "route", "track".

"QUESTION" = "MQ". "Morning alarm": creates "mood" / "entertainment" to awak OF = ACCESSOR'S ACTIONS: What Influence Improvement:

Accessor is working with material versus stealing:

-Hackers want to take material, and are often less interested in doing other things beyond sabotage: Is action simple stealing? If accessor is "editing" material, they're more likely to be legitimate.

-Is material being shared w/ other password holders, if so W5? Sharing can be form of "interaction" / "editing".

-Accessor is bringing in (legitimate (pertinent, virus free, non-sabotage type material) and "merging" information w/ system's db.

-accessor erases or junks all / part of files accessed. To reduce detection, they might simply download material= then "cut & paste" what is wanted on their system?
-accessor re-accesses same portion of file again (if they didn't save or transfer it earlier).
. Psycho-Sociologically normal: Form of user "interacting" w= other accessors (is (sociologically) normal):
-One employee (leader) accesses= then followed later by others (subordinates).
-(Most of the) mistakes accessor makes are of a less intelligent nature that smart hackers wouldn't make, eg: guessing at publicly known software functions until they get it right.
--BA can't "correlate" any abnormal patterns of accessor= with its (uip) db ('database) of abnormal behavior. Eg: unsteadiness in using mouse / joystick ("tilt").
-accessor "interacts" with (answers)= behavioral "questionnaires" / "educational" (tests). Especially when accessor's score drops. Subject material also "seeks" from accessor= information about their identity= which ties with= access controller's uip-db of legitimate accessor.
-miscellaneous: (frivolous) material sought by accessor= isn't of type sought by the more mentally ill.
-"Morning alarm": form of user's actions w/ computer system, or other co-workers is normal= otherwise implies not functioning at "designated" levels. System might be more tolerant during other parts of day if "morning alarm" is the main desired function.
. Legitimate accessors (helping) catch hackers:
Different people are learning from each other, possibly implying the parties really know each other; its also hoped that
legitimate parties in the "interaction" have other (intuitive) ways of sensing hackers= that "access" might otherwise not have. Eg: One password human user= "educates" another accessor= while they're on the system, as evidenced by "track".
-system "prompts" accessors to "interact"= in manner the legitimate accessors / access= can catch hackers. Legitimate
hackers might be "educated" in catching hackers (w/o risking (too much of) how "access" functions.
-If legitimate accessor is suspicious of another accessor: Confidentially anyone can "tag" potential hackers= resulting in: their lower "score" / system "tracking" such entity more cautiously / access controller confronting accessor directly /
cutting off access (if access has other reasons to believe the human suspicion could be correct).
-"Morning alarm": co-workers "score" other user's functioning. Eg: tardiness, speed of action.
. Miscellaneous good behavioral characteristics:
Accessor's frivolous activity: Accessor is "drawing", or playing computer "games" (when they should be working), or accessing portions of internet outside access' domain. Its important system finds accessors being frivolous since hackers are on a serious mission or afraid to get caught wasting time doing such. Other activity by accessor would in most likelihood not be what a hacker would (risk) "seeking" or doing:
-Accessing of information that is (readily) public knowledge.

-"location" of accessor is from good "zone", eg: good postal code or prefix of tel number, or where there is less crime, or fewer college students (more apt to be hackers?)

-good interpretations (via "analyzer") of behaviors= receive a positive "tag" / "score".

What Elements Influence Worsening of Scores

Worse score is anything that is opposite or *different from desirable behavior.

-Asking the system to do or give something that is not possible (w/ or w/o the best password)= can be indicative. Hackers might be less able to gain "access" to "educational" material on how to use system= since: such instructions require (additional) access procedures; access to such might be suspect.

-(communications / access) software used by accessor is different from: what is standard / know / assigned (to employees).

-difficulty in pinning down who accessor might really be: eg: their caller ID doesn't match up; their behavior doesn't match password.

-accessor is running a (large) "bill" payable by owner of accessed system.

-accessor uses protection to help hide accessor's true identity, eg: accesses via strange tel numbers, or from outside office.

-takes psychiatric related drugs

-when material is transferred to or accessor "interacts" w password which: is w/ (with) lower score; outside company; or to unknown location; or sys doesn't know what happened to material.

-when accessor seeks to "interact" w= other accessors= who don't choose to respond / *"interact" in full manner (as requested by initiator).

-accessor doesn't care about negative effects of their actions: they mess up files (they've accessed).

-Hours: if accessor rarely comes to work before 9 am but as can be usual stays occasionally until 10 pm= score is tighter on access at 8:30 am then at 10 pm.

-material accessed was questionably for accessor= then sys= can't "track"= material any longer.

-"Track": material movement is "tracked" via: identifying "tags" "hidden" in material; keyword searches (for "designated" aspects of material (less likely to be subsequently "edited" by accessor)). E-Mail (between password holders).

-Loss of traceability drops accessor's score.

+ Accessors might be instructed / required to keep data w/in system. Trying to bypass this rule is very bad (without permission from access controller).

Miscellaneous Good & Bad Behaviors:

. Accessor's behavior outside the system= which "access" is protecting / carefully monitoring:

-Does accessor give indications they are hacking another company's system (as well)= as determined via "track".

-Other DB: Criminal records; accessor's school or university records.

. Accessor's importation from outside domain protected by (main) access:

-files or software from outside domain protected by access.

-connecting to other systems or ("interactive") products.

. "Multimedia": Sys seeks unusual behavioral elements of user in following parameters: How accessor (re) programs sw; types of mm options u selects, eg: color and "osc" option selections.

. "Entertainment": Accessor must make access (gate point) happy to "designated" level.

-Methods: "Game": letting opponent win; stating correct words; "drawing" "entertaining" "images"; "interacting" w/ (with) "interactive images" in "designated" manner. Interaction can occur at entertainment's `Electronic Meeting Place'.

. "Interactive": Sys "analyzes" for unusual "interactive" behavior from "user".

. "K" / "R" = User "interacts" via = "Access' BA"

. "Locator" / "PS-Zone" / "Portable" / "PD": User's unusual or un-programmed locations are used in "scoring" if "accessor" is permitted continued usage of system.

--See KN (invention) (pre-1996?), especially PS-Zone.

. What accessor "interacts" with or has outside of the main system:

-What's on accessor's computer: System "analyzes" (all) the files of accessor's computer, whether accessor does or doesn't choose to permit them to be accessed by access controller. These other files helps develop uip-db of accessor.

-What accessor does on world wide web: web sights accessed / *created; type E-mail sent and received.

-is accessor receiving tel / fax / other telephony (at work) (of nature not related to sensitive material)? "Tracks" incoming/outgoing calls based on: CID of other parties; key word analysis studies word content.

. Grammar or spelling checked: System compares the accessor's language proficiency (tested earlier) with= their actual ability on system. Eg: checks if accessor is or isn't a native speaker of the language used, hackers might more likely be native speakers using a non-native speaker's password.

. Familiarity of system= to accessor: The more familiar the better. Eg: Accessor's behavioral speed in gaining access. Hackers are more likely to be unfamiliar with non –publicly available facets of the access process or related software.

-"Morning alarm": lack of familiarity is sign of not being fully functional.

. Exists: "Tracking" of airline passengers based on their behavior profiles, eg their: country of birth, travel history. Consider comments about how terrorists can outsmart the system.

1G22 Reward Generator: Reward Generated By Usage Level.

END ACCESS BEHAVIOR SCORE SUB-PART

File: Access \ Ac-BA-Tailor

FILE ACCESS-BA = ADAPTION (CUSTOMIZATION):

* Intro: Below is copied and improved from UIP section of the file IMI&8 before the document was upgraded. 'Tailor is also called User Information Programming, 'Adapt, or 'Customize.

For Techies: Drawing: data input = analyzer = memory (M, cart, recognizes multi-user) = analyzer = data output = function.

.-5A-810-042003 Advisor: compiles and analyzes user's information.

-For Techies: fd-hdd; both pp and mp program how they want the system to collect, retrieve and analyze the data in database; uk; tds (when and how elements occurred); educ%; M%; score (score information can be processed for the UIP database; and UIP can help generate desired scores); cart('software cartridge) (for additional data for the database; and or software's for processing the database); uq (pi database is used to help generate answers about, eg: about user's past preferences and or activities); mp (the database and or software can help prompt questions, eg: to expand the database, guide the user in the right question if the system first gets the right information); access (limits access to sensitive information within all or part of the database to people with the right password).

-Article in "Scientific American", p.64, April 1995. Article title: "Machines that learn from hints". Its about: Machine learning improves significantly by taking advantage of information available from intelligent hints; discusses the algorithm process in general terms; gives differing examples, eg: computers judging how much credit to give to credit card applications based on other similar people's past histories.

-UIP formerly titled "PI".

-For Techies Part #1: Electronic device obtains information about the user by one or more of the following: remembering user's previous performance, eg: their abilities and or difficulties on this, or related devices (which transmit uip data to other units via wire, or %wireless); asking questions from user, or "M"; user takes one or more test(s), the type and quantity are determined by the desired application of product; another person or device (M) gives information about user; etc. Device recognizes more than one user by multi-user, eg: their codes used to gain access into device. Personal information is stored in memory and used by device to more intelligently tailor itself to user's particular needs. The manner in which invention tailors itself to user's needs can alter according to: small or big changes in uip database, pp.

-FOR TECHIES Part #2: D (UIP) =

"Billing"; User can take their cart (their personalized uip for all identical or related products) from machine to machine, eg: % existing card used to both activate and select desired preferences in car stereo systems; different cart ('cartidge for software) effects user's uip differently with the correlated changes in functions; type "character" changes according to uip (if a display ("S") is used); date; uip data can be viewed on display ("S") and or printed out; uip is used to increase the user satisfaction quotient, eg: entertain, (^possibly by: way in which function operates, sounds, lights, words are used to better create the type of electronic effect uip indicates is more likely to increase user's positive reaction to using product [test studies are conducted to see the reactions of people in test case studies of 50 - 1000 people]); "C"; % uip can support interactive (by giving the additional data needed to better tailor invention to user; % data obtained for uip's memory from microphone ("mic") (voice recognizer); mouse; mp; multi-user; uip's database guides system's functions (determines the type, manner, timing, whether or not to notify, mq, osc, synth; pp; uip database influences printer's print out parameters, score, speech, vc, manner in which it functions as a semi-toy, it prompts - accepts - processes uq; tds; uk. Data is also obtained via^: "uk", "cart", "tel", "mo", scanner; UIP can be programmed/understood with the help of: psychologists, sociologists, marketing experts; U's city (tel area code/zip code) / caller id / location based on pd effect how system interfaces w/ (with) U.

-Drawing: data input/output=tr/arc=c

-o-C85 Electronic translator speaks out desired words/phrases. Fuji/Xerox 29 Aug 92 NK. Drawing: C85="tel" %-o-C112 Computer predicts human error. Input UIP (working conditions of person). System predicts errors they're likely to make. 30 Sept 92 YD.

-utilizes fuzzy logic

-Sys analyzes u's actions -> database (behavior). Eg, Ubiquitous computing: u carries (tiny) "c" that communicate with other "c" embedded in: appliances, t, cars, walls, K a y s ' N. Eg: Xerox's Park Tab, and other products mentioned in "Popular Science" Feb 95 from p.47.

2D-021 Sys reacts to external products according to w5 they are:

Eg: Incoming-Call Identifier - Screener / External Element Identifier.

Calls from desired tel numbers have a different ring. Hereby caller knows whether to pick up the call or not.

-(Designating different type connections / (incoming) calls related to another of our ideas?): sys responds differently depending on which other N/sys/existing product wants to "interact" with it.

--sys knows identity of other part/sys via its: "access" / code / tel # / uip (behavioral characteristics of N, or U: how it moves / functions / responds (to stimuli from central "C" or "M") / visual analyzer / sound analyzer.

-If user walks over to device, the caller's tel number and or name... appears on screen ("S").

-Drawing: Central Product / Sys = c (computer) = sensor / analyzer / uip analyzer / caller ID sys part = tr/arc = External Product / Sys.

-For Techies: ACCESS *; BVA ; CID ; CAMERA (LENS) ; CART (type uip or senses or data sought); CLAP ; INFORMATION RETRIEVAL ; K (keyboard) ; M ; MIC ; MOUSE ; MP ; MULTI-USER ; NOTIFIER (when desired contact has been made with part or organism); pr (software program) ; PS (location of external product is a determining factor in deciding if any/type connection/contact is to be made); R (remote control) ; ROUTER (routes external product by their type nature); S (screen) (shows status); *SCORE ; SOUND ANALYZER ; tds (time date stamper) *; TRANSFERRING INTER-SYSTEM TELEPHONY ; UIP *; UK (user at keyboard) ; VISUAL ANALYZER %; VOICE MAIL .

-A sensor that connects to u (human body, eg: finger wrap; animal*) to read electromagnetic signals generated by the skin. Proprietary software interprets those signals and translates them into actions. Being researched by company: Other 90% Technologies Inc., Sausalito - See Wall St. Journal 1995 (maybe 6.95) article titled: Mind Games: Soon You'll Be zapping Bad Guys Without Lifting a Finger. Finger wrap version will sell for $100-$200.

-4E020 Content Date Stamper: Registers and organizes previous occurrences.

-See "Brain".

% US Pat # pertaining to helping U (user) develop new N, eg: for "D" directory KN: 5153830 Method and apparatus for providing assistance with respect to the development, selection and evaluation of ideas and concepts.

-US Pat No's: search str in Bib 9.94: (adapt or adapts) and user*: 5324021%; 5208898 Adaptive knowledge inference method and system; 5313532% Recognition of patterns in images; 5212821% Machine-based

learning system; 5092354% Cosmetic kit: make-up; 4700295 Forecasts bank traffic and scheduling work; 5321626 battery performance / forecasting system; inventory control: 5237496 & 5287267 & 5128861; 5136502 "analyzing" health care liabilities; agricultural forecast 4837146; compatibility forecasting 4711632; 4197854 patient danger forecasting; game playing involving forecasting 3473802.

--search str: 1] (adjust or adjusts) and user* - barely skimmed; 2] forecast (did only Bib 6.94 disk).

UIP-Tailor and UIP-Suggest:

. UIP-Tailor = SW: For: (automatically) suggesting how sys can better tailor itself to u's needs / helps get product ideas / helping User brainstorm.

. Introduction to formulae generation systems:

Software used in developing / analyzing / evaluating formulae for food, chemistry, indicators, etc.

-uip of desired function is matched= w/ (with) uip of differing elements / ingredients / chemicals / food elements = resulting in formulae of ingredients that may (best) achieve desired goal.

--the characteristics of goal are tied= via uip = to characteristics of available / known ingredients or * (KN) sys.

+ Important Features: UIP-Tailor, 7G050, PR, Track-Analyze (analyzes for what is best to track = db), Brainstorming SW, 2E010 20 30 40 50 Recipe Softwares.

. General Examples:

1] develop an nr ('notifier) for desired application = alerting presence of salts / acids / hazardous elements = in/for: liquids / powders / surface contact.

2] Other applications for 7G050.

3] SW ('software) sys may simply help u by offering suggested possibilities: formulae / equipment / sources of information (reference material, on-line sources) / type experiments.

4] UIP-Tailor = UIP-DB: adjusts to u's needs. Gives ideas to U (user) = from which U (user) can choose = then sys reacts accordingly by offering such tailored functions.

-Example: u using information highway software often requires more than two minutes before u requires M (mainframe computer) to act = resulting in SW ('software) asking u if they still want to stay connected = frustrating u by requiring them to respond to such petty questions. It may also be problematic for u to locate where in the software they should go to stop such prompts, but if sys were to offer such a suggestion as, would you like the default mode to give you 10 minutes before such prompt (after sys has determined ("status") 80 percent of the past 50 interactions between u and mfh (mainframe hookup) were at least 10 minutes w/o (without) activity).

--Result: sys tailors itself to u, by first giving u a choice in matter - maybe u wouldn't want the change to occur w/o (without) their acknowledgement. Manufacturer determines to what degree uip-tailor will suggest or bypass former and simply alter itself to u's need.

5] Constitution needed in plastic resins / metals / product casing ("cm", "cp") or Features, for = tolerating designated levels of: stretching, bending, pulling = within designated environments of varying (extreme): temperatures, light, abuse, excessive wear, time period of element's use (age of N). 7G050 related.

6] Patent search strategy for idea suggestion generation sys: software* and (formulae* or recipe* or ingredient*)

7] Pharmaceutical: developing ingredients for drugs; ideas for research.

-KN: medical prognosis sys that studies all the characteristics of illness in determining type of illness = 2E suggests possible medications.

-Suggesting possible combinations for drug to solve designated illness / problem: file for each aspect in situation (uip-db) matched w/ (with) = files of existing / potential future drugs or chemicals.

8] Brainstorming: Software simultaneously designed to help researchers increase their (sociologically, psychologically related) creativity: KN

9] Nutritional recipe generators based on needs.

Indicator Examples: 7G050

1] Indicator type Suggester: Researcher anticipates they will be coming into contact w/ (with) 7G050 related: diverse (hazardous) chemicals / harsh environments -> Those chemicals / environments are keyed into computer -> c (computer) "analyzes" for type indicators that may nr ('notify) more than one of these (unrelated) chemicals / environments [sw tries to find indicators that can be compatible in seeking diverse chemicals / environments] -> suggestions are made to u -> u may next need to do additional research via: this same SW ('software) / other references sources / do experiments testing out the sw's hypotheses / stated facts.

2] Body protection device Suggester: Researcher keys in that they will be working with three differing chemicals (of differing acidity) -> SW ('software) suggests which 7G050 type gloves to use for all / each situation / occurrence / type activity (eg: working with sharp objects in such liquids requires thicker gloves) -> Designated gloves can be identified by glove's manufacturer / model number / generic type. Sys may also suggest other protective gear used in hazardous situations, eg: aprons, body suits, masks, goggles, gas masks, shoes, (replaceable) filters for HVAC [Heating, Ventilation, Air Conditioning sys].

-sw used on case by case, day by day basis, or planning future long term projects, or + designing new research laboratories, eg: type surfaces (paints, flooring, counter top materials, air filters....).

3] UIP: Characteristics of u (user) are "analyzed" -> sys makes suggestion: User will be having likely designated occurrences (outlined in 7G050) = SW ('software) suggests: types of protection (protective gear); methods of (cautious) research (protocols) already determined to be safe via reference manuals on the subject or SW ('software) (db).

"PR": SW ('software) (re)programs itself = as controlled by UIP; programmer can help guide / control sw.

. FOR TECHIES Drawing: User = This N (invention) Sys (sw suggesting formulae) ~ c (computer) = ACCESS ; ANALYZER ; BILL ; cart('software cartridge) ; EDIT ; EDUC ; MULTI-USER ; pr (software program) ; Q (asks questions) ; ROUTER ; +SCORE (given to each aspect = attached to each element of: goal & potential ingredients); SENSOR (7G050); STATUS ; tds (time date stamper) (scores time delay in getting nr ('notifier) effect); TRACK (history of previous (chemical/food) experiments conducted by: u, organizational body, db, m); User (researcher, student = "educ"); UIP .

D (Drawing) Overview - How Features might fit:

For Techies: Drawing: User / Other (KN) Sys = This N (invention) Sys (software used in developing / analyzing / evaluating formulae for food, chemistry, etc.) ~ c (computer) =

. PS (positioning system) - R (remote control) - Tilt:

Zones - Monitoring:

Zones - Utilization:

Access: u (user) needs to usually continue to develop formulae that match those u (user) developed w/ (with) sys before. Villains w/o (without) most proper knowledge can be noticed (nr). Access allows for normal percentages of cases w/ (with) negative results (caused by human error).

-4E020 Registrar:

-4E030 Image Input Access Sys:

+ Indicators: 7G: hazards, novelties, el (electronic) monitoring of events: formulae for developing needed indicators developed.

Technical:

How files in db ('database) = match / compare up w/ (with) / relate / score w/ (with) = data provided to begin search by: u (user) / another sys. Steps in Examples:

Salt Avoidance Recipe Generator Steps:

Suggestions on replacing salt in bean soup:

1] User may normally prefer the saltiness taste to equate at 0.5% of soup volume to be real salt.

2] This preferred percentage is determined via: what u (user) K (keyboard) / nr ('notifier) placed in soup.

3] User K (keyboard) 2 liters of soup will be made, and lists volumes of ingredients making up 2 liters *(both before combining, then after coming (and evaporation) - though latter can somewhat be calculated by sys). Example: 1 liter water, .4 liter kidney beans, .3 liter potato.

4] User lets system to recommend other ingredients (if no real salt were actually to be used).

5] System's db ('database) "analyzes"/shows (s/printer) other non salt ingredients shown to statistically satisfy a large percentage of population (in u's zone) who are on salt restrictive diets. "Score" for each of those ingredients on salt replacement value. 6] Those ingredients that came up in previous step are next "scored" for their compatibility w/ existing ingredients u already (fairly) decided to keep in soup. Each food ingredient in db ('database) has many sub-files, each sub-file being the type application / situation / type food such ingredient may be used in = and the corresponding "score". Example: carrots get high score for soups in general, yet a higher score in sub-sub-file: western vegetable or meat soups, but lower score in sub-sub-file in Japanese miso bean type soup.

7] The differing "scores" are= "coordinated" / "analyzed" -> suggested ingredients are grouped into differing sets / files of ingredients. Compatibility of ingredients with each other in designated sets (including ingredients required by u) based on db ('database) of past statistical taste studies for how such combinations (may) satisfied people.

8] S (screen) / Printer shows = Suggested recipes = to U. The order in which they are shown might be those w/ (with) higher "scores" for the set, or by other means, eg: cost, "score" for how all the ingredients are commonly available in u's zone's supermarkets, uip - db ('database) for what u (user) liked in the past, etc.

. Indicator Development Idea Generator Steps: SW ('software) will suggest what u (user) can use / do / replace / alter in their (research) plan / strategy / process.

1] All type materials in situation are entered into= computer, eg: type hazardous materials (acid, pH level, 7G050 chemicals listed). Eg: type + gloves, type + containers holding chemicals, + acids and where they are, where acids might spill, environmental effects (temperature, time span (in which acids will be in contact), other circumstances.

2] The files for characteristics for each of these elements is either known by sys (uip-db). If the db ('database) exists it was compiled by: "analysis" of research material, surveys of chemists %, developed by u (user) (or their company) for future applications (by other researchers of the company).

-Each element has different files, according to the circumstance of its usage. "Analyzer" determines which sub-files are applicable via, eg: label of file, % key word search, "status"*, uip.

3] Files are matched. Examples: only 2% of glove/container types are suitable for working with acids = next SW ('software) determines three best gloves/containers for said acid, listing best first.

4] If u (user) is unable/unwilling to make changes in glove / container, sys can suggest differing acids, or time period during which work should be completed.

5] If all suggestions by u are good, sys can "score" what u planned to do / still give other better / good but worse options / precautions (whether using products or not, and if so, how they should be used) = S/Printer.

6] While research is taking place = "sensor" = "analyzer" = NR: when sys determines there is or could be (based on score) a situation needing special attention (danger, loss of money, inability for u to get desired results).

Large Diagram Begins Here: The following `Diagram Insert #1' is for the large diagram below it, titled:`D-#1'. The For Techies: D below `D #1' is a subset of the latter. All Features converge in the central computer in `D #1'.

`Diagram Insert #1': For +D-#1

Type suggestions made by sys to achieve needs stated by u (user) (so suggested future N (invention) or sys functions as needed in future situation / environment and able to handle designated occurrences as envisioned by sys / u.

Suggestions are made by sys: for one or more of following: nr ('notifier) type - 7G050. Protective gear type suggested: against (chemical 7G050) hazards. PVC Resin / metal constitution. Formulae: pharmaceutical, food recipes, pvc resins.Other Formulae. Likely scenarios:

--how to prepare for: fire and other natural disaster drills / preparedness.

--accidents: (chemical) accidents; vehicle; building (collapse);

-Desired effects: any (el) %KN, any (el) %N, as prescribed by UIP-Tailor

*

-1J010 Body Movement NR: how sys can adapt to different: sized people / applications.

-2E010 20 30 40 50 Recipe Softwares:

-3E020 GPS Record Keeper: what records might want to be kept, which zones are important, drawing boundaries between zones (based on uip of situation).

-3E060 Interactive Morning Alarm: what Q (asks questions) sys should ask = matched w/ (with) uip of u (user) / what u has to do later that day [sys puts u into mood for predicted occurrences/work]

-3E061 Body Motion Instructor:

-3E150 "PS-Zone": which zones are important, drawing boundaries between zones (based on uip of situation).

-3E151 GPS Circumstance correlator and Controller: which zones are important, drawing boundaries between zones (based on uip of situation).

-3E180 GPS Locator: suggests where to begin looking or what needs to be found and how.

-3E190 GPS Billing Systems: which zones are important, drawing boundaries between zones (based on uip of situation).

-3E040 & 41 Tel Noise Canceler: what environmental sounds might be semi-canceled (at the risk of impairing listener on other end from part of speaker's natural voice).

-3E210 Indoor GPS Extender: where / how extender could be used / placed.

-4E010 Alternator: which activities offer greater battery power build up

-4E030 Image Input Access Sys: what images sys may use to trigger designated functions (access).

-5E020 Magic Wand:

-3G010 Tel Ring Delayer:

-4G190 Insulated Scoring Ball: how to play / develop new "games".

-4G200 Fruit Encapsulator: how to adjust itself to cut in ideal manner. Other methods for peeling, cutting, processing, cooking, canning the foods.

-5G061 Dyslexia SW: how u (user) may wean himself off the software; how sw ('software) may help u (user) - eg: tests u first -> "scores" -> analyzes -> suggests -> s/printer.

-5G070 Speed Reading SW: how u may wean himself off the software; how sw ('software) may help u -eg: tests u first -> "scores" -> analyzes -> suggests -> s/printer.

Drawing #1:

For Techies: Drawing: User = (+ See: `Diagram Insert #1') ~ c (computer) =

ACCESS: Access restriction strategies suggested: db ('database) of past hacker / villain activity = matched w/ (with) = db ('database) of known / existing / available remedies or traps = suggested "access" control strategies = [security manager's suggestions = K (keyboard) = access - analyzer - sys]: sys analyzes any input from security mgr during the multiple steps via which sw ('software) w= mgr together brainstorm for strategies.

ANALYZER ; BILL ; CART ('software cartridge) ; EDIT ; EDUC ; MULTI-USER ; NR ('notifier) ; PR ; PS-Zone ; Q (asks questions) ; ROUTER ; SCORE ; SENSOR ; SOUND ANALYZER ; STATUS ; tds (time date stamper) ; T (tel) ; TILT ; TRACK ; UIP ; VISUAL ANALYZER ; VR* ; WA (walk about) .

UIP-Tailor & UIP-Suggest: see suggestion sw ('software) (being) developed from 2E files.

+ Five senses are altered to match user's tastes: Senses: images (see "edit"); sounds (see sa); "vibration"; odor releasers (see smell "analyzer" details mixed throughout files; *taste (see A dir KN)

+ "Game" application: UIP Game Effect "Editor": User is requested to experience different effects like sounds and type images. The U's response is "scored" and intern the game's effects are tailored to get a more desirable response from the players. Each game's aspects have multiple "editable" choices, and sys utilizes those best matching player's preferences.

-images: see "edit" = images; colors; textures of skin or objects; size

-sounds: sys "synthesizes" sounds (in its memory); sa scores sounds.

-"scoring": to match u's tastes: human body "sensors" are placed on player (skin) to gauge reaction levels; u (user) personally K (keyboard) in their (multiple choice) preference of effects.

-What's scored: user's "mood" reactions "scored" / "analyzed": pleasure; excitement; passion; fear; relaxation (between episodes, type of break for player, so they don't over exert and tire= in tern playing game longer).

-How sys utilizes player's preferences: User asked which of 12 effects elicits greatest: passion. Then when passionate encounters occur in game, that "edited"/"synth" version is utilized.

-User generated effects: players can program / create / record (mic) sound effects into the game itself.

-Related to A or B* dir KN (invention) where games are sold via vending machines and tailored to buyers.

. "Synthesized" music / sounds altered.

End of ACCESS-BA = UIP

File: Access \ Ac-BAIMI

COMMON FEATURES FOR ACCESS'S BEHAVIOR ANALYZER: FILE AC-BA-IMI

"ANALYZER"% = System "analyzes" the (criminal / access related) behavior characteristics of "accessor". Methods include "analysis" via:

uip; "analyzer"; *"access"; frequencies of user's voice ("sa"),

eg: voice lie detectors. Cheaper systems can simply seek high frequencies representing stress.

-sa: "mic" -> "analyzer" (system analyzes person's voice) -> system responds according to PR (software program) / *U's control.

-Drawing: Voice = "Sound Analyzer" ("mic" = sound to signal converter)

/ **M = c (computer) = function (application) / osc

. "Coordinates" between different behavioral characteristics (of accessor).

-Coordinator - Score: Score: sys coordinates/juggles different Features/files behaviors according to "accessor's" "score" = * coordinator-importance / coordinator/corrector; the score of occurrence influences how coordinator coordinates that occurrence

w= designated protocols/sw of sys.

"ARTIST" = (Method in which) images generated = BA.

See: Artist's image analysis systems. Manner in which images are generated / something is "edited" = is unique like finger prints= as determined via ba. The level and types of narrow scoring on "drawing" is unlimited.

-"Character" = "Image": 1] Designed to portray "designated" mood. 2] Accessor= selects a "character"= which is connected with= diverse characteristics: behaviors; levels of access; moods.

-"Morning alarm": create required "images" in "designated" "order & timing".

"BEHAVIOR ANALYZER" IN GENERAL =

+ SEE LARGE FILE TITLED C:\K\BA

-User's Behavior includes. Their: feel, style, commonality of actions over time, rhythm of movement, preferred movements, and thought patterns (as "analyzed" by their key words).

-"Morning alarm's" "Work motivator".

"CHANGE ACCESS PROCESS" =

(Behavioral) parameters for gaining access can be changed / "edited" (according to w5 / uip (how accessor behaved, eg: they were determined to be a hacker) / creating additional hurdles).

-These parameters change (gradually) as uip "analyzes" accessor's (work) functions are changing accordingly.

+ "Score": Access procedures= become more or less strict / are altered= according to accessor's= behavior.

-'Customizes by [giving greater/lesser tolerance for deviation from expected behavior / 'access requirements of user].

"EDIT" = BA=UIP-Tailor determines what ("entertainment") u (user) (subject) should experience. The type experience "designated"= is designed to fit (uip-tailor) accessor= via use of "edit".

-H: "edited" "images"= entices hacker= into "trap". Material most compelling to hacker is more likely to pull them in.

-form accessor= selects material to be "edited"= studied by ba.

% data "edited" for "morning" application.

"GAME" = Games: How user plays computer games: where in game player takes their character, like to the secret cave or by touching

highest apple on third tree. See "Game"="Access".
--How a user plays a game determines access: 1] sys studies u's moves via = uip, eg: u (user) prefers using rook in chess game, and u might accentuate their playing styles accordingly (if access denied). 2] access provided if/when u wins/loses game (in / within designated number of moves. 3] U's (designated) piece arrives at designated square / point / stage in "game".
-"morning alarm": play game correctly or to win and deactivate alarm.

+ "GROUP BEHAVIOR" = How accessors behave within the context of their organization. The greater the positive level of their "interaction" with fellow members (seen by their password / "track")= the better the accessors' scores. System judges for normal behavioral modes (based on organization's / department's / employee's history or "program"). Large systems are representatives of major sociological "interactive" systems: access-ba must seek out the dangerous deviants (much like how people intuitively judge other's honesty in real life outside a computer system).

Examples:
-each password is labeled w: seniority; their relationship with other employees and degree and type of importance / closeness to each other; newness to company (hackers more likely to be new infiltrators). Every accessor is tied to: password, their history, and normal behavioral profiles. See access=score.

What accessor does w/ what was accessed:
To whom do they transfer the files? Does accessor have traits that can be harmful or the opposite? The traits of accessor include both group and non-group oriented behaviors.

"Morning alarm's" "Work motivator": requires "designated" group behavior.

"HIDE ACCESS PROCESS" = + Hacker that knows about "access-ba" and avoids its "traps". What hacker may attempt doing= and how access can try to deal with them anyway:
-steering free of files that it knows definitely will set off "nr". Hacker may want such files but stays with safer files.
-blends in activity that makes hacker appear more normal, eg:

accesses files "designated" for the password they're using.
-see "Trap's" mirror section.
-this is a difficult area, and one which requires closer
analysis, and or may be "routed" to the human version of access
controller for closer inspection.
"HINT" =
-UIP-Tailor: what passwords are / when (w5) they should be
entered.
-Helping accessors w/ (with) scores only a little out of line: "Prompts"
u to alter their behavior= if ba= finds accessor's score is
improper.
-"Morning Alarm": what actions user requires.
"MANEUVER" = How accessor: "motions"; "merges"; + "routes" himself through
system or main access process; functions as scored by= "order and
timing"; "repeat".
-each facet of maneuvering= has a different "score"= later merged
with accessor's= other scores.
-movement patterns needed for: "r", "draws"%
"MERGE" = Scores that are mergeable:
-those tabulated over time (w preferential weight given to the
latter).
-one or more scores= generated via any method= are merged.
-other accessors in "group behavior"= to which accessor is
"tagged". If other accessor's behaviors are changing= each
accessor's scoring system can change accordingly, eg: via the
averaging of this and or other group's scores.
Miscellaneous:
-material accessor "merges"= W5 -> score
-examples of what's mergeable. Accessor's: "artist", "group
behavior", "mood", "motion", ps-zone, "scientific signals",
"sensor", "track", "visual analyzer", "uip-db", W5 of accessor's
other behaviors.
-Manner in which files are merged= based on= ba.
"MOOD" =
Sys matches its characteristics with that of what it determines
user's behavior is like.
. "Hint": the mood created gives cues / "prompts" for u (user) to

answer "questions" (needed to help determine accessor's authenticity).

.-This is an example of a subset of "Mood". And this "mood" is a subset of "Access"" = "BA", which is a subset of "Access".

-Manner of hints are "editable" (according to "order* & timing" as guide / accessor's behavior).

. OSC (outgoing sound communicator) = ("Prompt"): System's OSC (outgoing sound communicator) matches / mimics the user's voice so as to solicit the desired response (emotion/feel rapport/make them want to act in certain manner (purchasing / work productivity, behavioral modification). Psychologists established which type of voice / sound frequencies are most apt to achieve the desired effect according to: circumstances (UIP / U's state of mind (at a particular time)). *TDS: osc's sound modulation might be effected by the time of the day (U may need more energizing in early A.M.).

.-In similar manner, sys generates a "mood"= matching user's behavioral profile.

.H "Trap": hacker is made to believe they are a legitimate accessor via many methods including "mood", "hint".

. "Designating" what is best "mood": develop uip=db of accessor's behavior.

. Creating the desired "mood": "Edit" (effects the visual appearance / wording utilized); See "osc" above.

-% odor release = smell analyzer; vibration emitted = vibration analyzer.

. Drawing: Accessor's (behavior) = c (computer) (designated mood generated for accessor according to: u's behavior / below Features) ~ Access = W5 // CHANGE ACCESS PROCESS // HIDE ACCESS PROCESS // HINT // NOTIFIER // ORDER & TIMING (how "edited" material is shown to accessor) // PROMPT // SCORE .

"MORNING ALARM" = Manner in which user does access process= deactivates the morning alarm.

+ See: "Morning". Has much information.

.-"Morning alarm" introduction: This is only one of the many applications for "access". "Morning alarms" are systems created to uniquely waken up the users, and then to require them to act in some manner to bring them to full wakefulness. If necessary,

"Morning alarm" can be ignored only to better understand the general natures of "access".

"MOTION" = Human movement about premises:

. Parking lot outside working hours:

-"visual analyzer" / [motion]'sensor = "tracks" license plate numbers.

-hackers might park elsewhere and walk to premises. Hence sys is more suspicious when someone enters building= w/o (without) triggering entrance "sensor"= signifying accessor= drove onto parking lot= thru "sensor" gateway. The number of cars in lot should match number of people / users in building / on system.

-see KN: sys "tracking" employees whereabouts (in a building)

. Motion / Vibration: Access' "Motion": type motion= matches needed behavioral profile. Form of User causing "vibration".

-"Motion Sounder": "sensor" "seeks" unusual (body) movement.

"ORDER & TIMING" = the "order and or timing" in which the user utilized different software programs is 'tracked.

"PS-ZONE" = Score judges= point of access= by u.

"QUESTION" = "MQ". UIP generated questions:

-System "prompts" "accessor" to "react" to questions or occurrences.

-Occurrences - General: Without knowledge= accessor might not recognize / know the presence of "occurrence", and or= what the needed "reaction"= by accessor is.

-Type occurrences = Any sw ('software) change / potential "prompt" that accessor should keep their eye out for.

--Eg: any "interactive image" creatable by "artist" / "artist's" "edit"; any occurrence= that can be "sought" by= "seek & react"; any text or "image" that directs / "hints" accessor to: another "location" in "c" (sw, file) / physical "location".

-"Questions" posed to "accessor":

User is required to answer questions about their history, or what and why they accessed system previously.

. Sys generates questions which require correct (near correct) responses to gain / maintain access. Randomly selected authentication challenges.

-DB uses file of questions= chosen at random= then "seeks"= correct "reaction" (answer).

--Exists: access system that shows what accessor previously did.
.-Drawing: Questions come from sys studying u (user) = creating / delineating information in question / true-false statements = which u must respond to.
. "Morning alarm's" "Work motivator": requires "order & timing" of computer work by user.
. Answers are 'customized.
"REPEAT" = One of the many manners of judging if accessor is who they claim to be. Files accessor accesses and or the * order in which they're accessed is normally repeated.
"SCIENTIFIC SIGNALS" = Body signals of accessor studied= and matched w/ (with) accessor's earlier signals.
"SENSOR" = Body Movement: way u (user) moves its body / objects on "s" or in hand = access "analyzes" its uip-db to see if there is a match. Other movements: drawing, walking around.
. "SMELL ANALYZER" =
"SOUND ANALYZER" = Voice command systems judge people's stress levels= lowering score for: higher stressed / lieing behavior, since this can signify presence of hacker.
-system takes into account: differences in stress levels for male and female voices (password shows sex); deadlines accessors must meet; accessor's general level of stress is compared w= stress level at time of access.
"TEL" =
"TRACK" =
1] U's behavior monitored to see if their behavior matches system's profile of their behavior: uip-db.
2] Identifying villains: Similar to immunological Anti-body recognizer. Commonalities of villains "analyzed" -> uip-db of villain; next time someone tries to gain access w/ (with) designated degree of common characteristics (from previous episodes) sys hones in on them. 3A205 Tampered Alert. Villain usually is unawares they've been identified by sys.
3] Sys monitors U's activities. Hidden (computerized) codes: embedded in stolen data: easier to "track" where these codes go; eases court prosecution. 2E251 Intelligent Monitor
[Sys "tracks"="analyzes" u's behavior] = ba ('behavior analyzer) = Conclusions

(Score) utilized by "analyzer" / UIP-DB.

. Miscellaneous:

-information used to monitor and determine who user is and W5 they are doing.

. "Track": System identifies via a third party's list of potentially bad people. This list includes those who are suspected, indicted or convicted of: any crime, hacking, deception, etc. The main "access-ba" system can also funnel information about accessors to this 3rd party list. This system is quite certainly illegal as of this time.

"TRANSMITTER" = Magnetic Device

"VISUAL ANALYZER" = fingerprints; face; pictures.

"UIP" = Learning about Accessor: Info learned about User is fed into UIP. Existing UIP data may be: considered more or less important than the BVA's analysis (at that time of U's interfacing) according to PR. System may adjust to U's fluctuating moods. Also see: "Questions"; ba; sa; uip=db; "track".

-results from behavior "analyzed" are compared to a reference level (for applicable access=ba function / uip). Eg: US Pat 5461231

"UIP-DB" = "Score": "seeks" what elements needed= for compilation= then organizes data in usable form= for UIP-Tailor.

--Notes: Seeks: via "questionnaires", "ba", "track".

Organization of db's files: collected information on user can be inserted into one or multiple files according to which files can use the information. Then UIP-Tailor seeks which files they need to better tailor. Or more work can be required for UIP-Tailor to find the needed information. Example: "Access' BA's Score" - db compiles data to show how accessor is rated= intern if accessor's changing rating stays good= uip-tailor / "access controller" permit access.

-if system determines this user's usage of a sophisticated electronic system matched their normal behavioral profile, by utilization of certain (confidential) files or functions and not others.

-see Access' BA's "Question".

. People User knows: u (user) reads or hears voices / information =

then u responds accordingly = and if correctly u (user) has access.

Examples:

-_User must recognize designated voices (such as their co-worker's or mother's) and only respond to their commands. After such voices, questions must be answered to the satisfaction as if they were being critiqued by said voice. Hackers may not know which is the correct voice, nor attach the voice with the needed answers. These voices may not have tags such as boss or wife.

--u hears three voices, and one is their wife's/co-worker's = u selects the familiar voice and access continues. Voice induces u to work harder or have better moral (tgh) / induces humor, eg: says `work harder', `get to it', `make lots of money honey...', `you lazy bum'.

--"order & timing" of such people's actions need to be made correctly.

-_accessor might not know what sys will ask him. Sys may have received input from others (knowing accessor) w/o (without) accessor's knowledge (about their input). Such information might not be made available to anyone except under designated circumstances such as time (w5). See "Hide".

"UIP-TAILOR" = Manner of use / access controls product: correct behavior not only permits access= but it can control products as well. This is a merging of the fields of access and R. Results in= uip-tailor adjusts to accessor's behavior.

"W5" = Access at right time: designated temperature, weather, certain news in mass media, when another "designated" u (user) also has "access".

End of Access - Behavior Analyzer Features

File: Access \ Ac-BAPAT

ACCESS BEHAVIOR ANALYZER RELATED PATENTS

This section is a copy of what was sent to files: Ac-ba, educ, score, ba. 9/1996

-Pat search strategy: (behavior* or psycholog*) and (software* or computer* or %program*)

D1:

BA / Access=BA / Educ (ba) / Score (ba) / Track / *Game =

US Patents:

-4571682 System and method for skill enhancement and behaviior modification = "education" / "ba"

-Miscellaneous *: 3944796 5533093 4569526="game"=4666160 5349539 5493185 5473537="scientific signals" 5111413 5485600 48182345434788=gps5524176 5260867 = c (computer) used by accessor

-4751642 "Interactive" sports simulations (vr) system with physiological "sensing" ("scientific signals") and psychological conditioning ("mood" / motivation / "educating")

-4796194 Real world modeling and control process = seeks deviant behaviior on factory floor

+ 5123045 Comprehensive "software" protection "system". Patent works with I/O behavior.

-5507649 = "images" are "designated" to= match accessor's behavior. Eg: children receive different images from adults.

5483112 / 5377258 = Method and apparatus for an automated and interactive behavioral "guidance" system: "interacts"= w/ (with) user via= T (tel) / mfh (mainframe hookup) / r; "educ"; uip-db; "questionnare"; sa (patent's voice stress analyzer); requires user's "reaction"; access' password = patent's PIN; "Trap": motivating hackers

-this patent number mentioned elsewhere in KN (invention) filing.

-

. D1: ["Access" = "BA"] ~ 5377258 =

-

"ACCESSOR" // "ANALYZER" // "ARTIST" // "BEHAVIORAL ANALYZER" // "CHANGE ACCESS PROCESS" // "EDIT" // "GROUP BEHAVIOR" (how employees "interact" w/ (with) each other / system) // "HIDE ACCESS PROCESS" // "HINT" // "KEYS" // "LIGHT SENSOR" // "MERGE" // "MOOD" (motivating accessors) // "MOTION" // "MANEOUVER" // "NOTIFIER" // "ORDER & TIMING" (patent's mention of time duration) // "PROMPT" // "PS-ZONE" // "QUESTIONARRE" // "REPEAT" // "SCIENTIFIC SIGNALS" // "SCORE" // "SEEK & REACT" // "SENSOR" // "SMELL ANALYZER" // "SOUND ANALYZER" // "TEL" // "TRACK" // "VISUAL ANALYZER" // "UIP" // "UIP=DB" // "W5".

5515270 Technique for correlating purchasing behavior of a consumer to advertisements:

. How functions described in abstract of patent are replaced with KN (invention) Features:

-buyer behavior can be replaced with: how accessor functions in other manners described

-advertisements and promotions consumer has been exposed to can be replaced with: "promts"; "hints"; "guidance"%; material accessor was exposed to or "interacted" with (on system);

-monitored replaced with: "track"; "analyzed"; "ba"

-montitored together replaced with: "merge"

-readable record: uip-db

-subsequent behavior replaced w: "track"; "order & timing"%

-consumer = "accessor"

-information combined to analyze*: uip-db; "analyze"

-cash register: "billing"

-consumer* inserts this record: "cart" / password / uip-db

-promotion type classified: ba ('behavior analyzer) of advertisement; organized by subject; uip-db

-only portion fo collected data needs to be analyzed: portions are "tagged"

Search Strategy: (score or scoring or scores or measur*) and (behavior* or psycholog* or personalit*)

-

Scoring of behaviors / Predicting behaviors (for uip-db) / "Track":
-4971561 Apparatus and method for learning about the relationships and ...
-5424945 System for evaluating a psychological effect of a document
* 4481593

File: Access \ Ac-BA *

File: ACCESS-BEAHAVIOR ANALYZER *

Repetitive information: Any (set of signals) "analyzed" by "BA" from which ba arrives at a conclusion can achieve "access". The conclusion from ba acts as a type of gate - one must do something or act in some manner to gain "access". This is a very broad area.
-Example: "BA" determines if u / viewer had good/undesirable behavior (w/in parameters of system's ba of u) -> level of access afforded matches accordingly. Eg: limits kids watching excessive TV (violence).

Patent search str (strategy). Abstract 1974-7/96: (password* or access*) not accesso* and (behavior* or personalit*).
-str: (behavior* or psych* or personalit*) and (software* or computer* or access or accesses or accessing or password or security or guard*)
-US Patents: 4854877 5343871 5465729 5470235-Child behavior improvement system 5250946 4741320 4013294="game" 5469506 4533244.
-Pat search strategy: (behavior* or psycholog*) and (access or accesses or accessing or password*) and (software* or program* or computer* or electr*)
Existing systems used to analyze a person's psychological profile can be utilized, requiring similarly correct responses.
Any "designated" signals generated by accessor's behavior = "access" / nr / track. Manner in which any passwords are triggered = needed passwords = can be generated or altered according to: UIP or BA.

OTHER: * Each accessor has differing hurdles to pass= and gain access. Needed passwords (are uip-tailored) to each accessor= better helping accessor remember password(s).
.-"Changing Passwords": Needed passwords may need to be altered ("edited") each time in different manner within the profiles of accessor's = ba.

Below is altered version of IMI24's "BA" Section. Adapted to Access = BA:
* Introduction: most of the original IMI20's BA was moved to Access' BA's Parts Section.

* Product's "access" functions +might be (slightly) altered according to U's determined (via: BVA/UIP) behavior.

*-The OSC's sound quality (might be) is so excellent / similar in vocal characteristics to u/listener it sounds like the real person speaking to U. The sounds also have such color, they: make the U's ears feel like they can visualize the speaker / function (whether there is or isn't an S).

--Sys "analyzes" type (sound, behavioral) files targeted person better matches = then communicates w them to create maximum psychological impact (sales, "mood") as determined via "analyzer" / K / pr. D: mic = bva / uip = c = osc.

. For techies: D: Organism being studied (human, *animal, other) = This N Sys (BA) ~ C = ACCESS (sys upon "access" monitors (2E251) organism); ANALYZER (); AP=Access (% scientific, % psychological, % medical, % business research projects); BRAIN (); C (); CAMERA (2E251 Intelligent Monitor="track"); CART (sw, db, differing cart for type organism or ap); EDUC (); GPS (); K (); M (db, brain); MIC (sound analyzer); *MO (); *MOUSE (); MQ (); MULTI-USER (differing "accessors" (u), organisms being studied); NR (w5 required parameters have/haven't* been met (via "score" = "analyzer")); OSC (); PR (); PS (); Q (); R (); SCORE (); SENSOR (motion); SOUND ANALYZER (); SOUND VISUAL ANALYZER* (); * SPEECH (); STATUS (); SYNTH ("analyzes" for sounds that better influence organisms (per pr/u/k)); TDS (); T* (); U (researcher / * organism being studied); UIP (uip of organism / *u (studies/tests objectivity of researchers)); UQ (); VISUAL ANALYZER (); VR* (); WA (use outdoors).

-Sub-Parts: BA-UIP; BA-BVA; BA-Tag: tags (then tracks) designated people according to certain profiles.

Other: * "Router": locates then= retrieves needed data= for this part. A code (access, el `water mark') encoded in sw/data* limits how sys / program can be: utilized (to operate device) / "edited" / copied. See: "Access", "Edit". "Bill"

. Drawing #1: Improvement on US Patent: "Accessor" = [5377258 Method and apparatus for an automated and interactive behavioral guidance system: "trap"; "hint"; u receives motivational messages (osc) to improve behavioral patterns; includes client db (uip); voice stress "analyzer"; client response required] = = C =

= ACCESS () // ANALYZER () // EDIT = "Seek & React" = (sys edits out less needed input from: determination if accessor is legitimate) // NR (penalizes u when u acts poorly (undesirable behavior) = electric shock to body / "entertainment" sys N usage is limited (see KN)) // OSC (penalizes via harsh sounds = synth) // PR () // PS-Zone (u trained where its safe / u is not needed for work, eg: home, coffee room, recreation room, tv room) // Q (to build uip-db = needed by sys to train u) // R () // SCORE (how well u's (user's) behavior is altering) // STATUS (of u's behavior) // TDS (w5 u behaved -> builds up UIP-DB) // TRACK () // UIP ().

. [UIP = DB collection] / "Question" to determine authenticity =

Example of source that "analyzes" behavior: "Who do you think you are?", a CD-Rom published by Harper Collins Interactive. Also read its book version and bibliography, and speak with the developers of this and related books (as found in Library of Congress or Bowker's "Books in Print" subject section) for type formats depended on each KN application.

+ "REMOTE": Manner of User's usage of "remote" control device is a pattern that falls within or out of "designated" behavioral patterns. The pattern of movement might be "educated" to user, and or "ba" may pick up on u's (fairly) unique movements, like analyzing a person's movement to generate their signature.

+ Correct utilization of "Remote" -> "Password". See "Remote" part's details.

. Examples:

-"Tilt" (joystick); "Dance". Laser switch, Clapper, Interactive Projected Display, Remote Control Mouse, etc.

-Each squeeze generates signals to control device. Eg: 4G010

-See 3C-290 Bouncy: How object is played with.

-Activate, deactivate any electronic device and or control its operations without touching the main unit (unit's buttons).

Interactive Lock: Correct dialogue activates lock. Applications: students pass test before being able to activate desired systems like tv's and stereos; different and changing information can be required from special people seeking access into premises. 3A-891-042005

Magic Air Pen: Remote pen's movements are transmitted to computer. Make strokes in the air or on any flat surface. Each different stroke creates a different signal. (PD) 3A-790-042004

-Camera "Sensor": Changes in what's seen can represent changes in behavior or other (needed / likely) occurrences.

% Light Sensor: Senses changes in light measured by: presence or lack of light, or more precisely the amount of light; frequency of light, eg: color; duration and or time in which light was generated.

Breath Sensor: Blow your breath into sensor in desire combinations. Works with smell sensor, not allowing eg: garlic or alcohol breaths; or can only be activated if system can differentiate between different people, eg: chewing certain type of gum or food. Judges also for pressure from mouth and or wind speed.

Laser Switch: Activate any function by only blocking the switch's laser light with your finger. 3A-751-042003 5A-460-042004 5A-710

The term –media- is for files or desired functions.

Below is altered version of IMI&10's "BA" Section. Adapted to Access = BA:

D2: "Analyzes" = W5 of Accessor's Actions =

1] 4A09 Behavior Analyzer: (future product) Judges region ['GPS] of speaker, and maybe social stature - all based on word choice, accent (sa), etc. Can seek all the possible questions to behavior and type psychology of speaker currently able to be done by human ear (as in over "T" conversation).

2] 5A1090 Sounds & Music & Verbalized Words and Creature Sounds "Analyzer": it observes changes in behavior according to such being emitted by "accessor" and or caused by what accessor is doing (to (any) system). "Sa".

3] 5A1100 Smell Analyzer: observes changes in behavior upon emissions of any smell (smoke, flowers, sex smells, etc) or matter being studied.

4] 5A1110 Sight Analyzer: what does "accessor" see and how they respond to visions from displays, pictures. "Images" created via= "edit".

5] Manner of changes in accessor's keyboard behavior = access:

A1-320 Activity Identification Software: senses fingers on keyboard and blips if you aren't writing. It senses when you are lacking in creativity, clarity, confidence by manner of key stroke rhythms. Mix with Therapy Machine, Taro Machine.

.-"Tilt": controls sys' functions. If "tilt" not used (correctly) it nr too.

6] A3-13 EMOTION WATCHER: tells you how unrelaxed you are by how: product (ball, top, doll, coin, etc) spins in container, on CRT. Can output words, suggestions, slogans. Checks p by: u touching a pad measuring your temp; sensing stress in voice (product exists) whenever speaking (and hence operates whenever machine's on).

7] A2-170 HANDWRITING ANALYZER: sw studies what p writes onto special display ("S") or paper (then read via optical reader).

8%] This aspect repeats other information:

A2-610 BEHAVIOR SCALER: like "mainframe" detecting if person is lying by stress... in voice, detect how:

a] sexual another person feels. Even try it on yourself to see it works. Know if you should pursue another for a hot date.

b] reliable and or constant and or organized and or committed and or ability to follow o lead

9] R132-1 Behavior - Medical Symptom Analyzer: System correlates patient's behavioral with their medical symptoms. Patient's graph for changing emotional state is matched with body symptom graphs, giving researchers additional needed analysis. Invention is the software's merging of data.

10] R132-1-5 Biofeedback - Body function analyzer: User can look at their medical analyzers and see how they are/were performing (psychologically) intern user gets to know themselves better, intern user is better able to (intuitively) psych themselves up in the desirable manner. Use with sporting equipment. Portable version with wireless transmission. Also can develop database of user's physical profile.

Notes for D2 Diagram's above parts: This focuses primarily on the type of behavior access-ba= analyzes= accessor as exhibiting (in response to any stimuli= created by sys). The person or other entity mentioned is the "accessor". The desired functions of accessor are what is controlled by access. These parts were copied and altered from IMI&9 in 9.96. See full description of these parts in IMI&'s BA.

Access = Fingerprint: A1-290 Finger Print Reader: Analyzes a person's behavior by their finger print. Also matches couples with compatible finger prints. Related to existing "C" systems based on horoscope, blood type.

-finger Match(ing): dating service matching behavioral types associated with genetic finger printing. Genetic Finger Match(ing)

If security lacks the funds, they can pretend to have such a hacker behavior analyzer by giving out false cues to [all] users, eg: occasionally asking 'designated questions, according to user's behavior; although such information is not [always] [fully] analyzed.

END AC-BA*

File: Access \ Ac-Features

ACCESS FEATURES - File: Ac-Features

Examples for Access features organized by category.

"ACCESS CONTROLLER" = "Access"' Gate Controller is notified about the good or unusual status of any accessor's functions. The form of notification is via "notifier", eg: an alert signal. Any one of multiple people or systems can be notified via one of multiple modes. What decides the type access permitted. This can be a (fairly) automatic algorithm and or human officer who (helps) "designate" the level of access permitted. The "Access Controller" function sat or with the gateway point (where access is or can be given or denied).

.-Access controller can be: (senior) employee; security guard(works on computer and * physical entrance way to building or system); police; government intelligence system or employee; anti-hacker entity; one who controls "tracking" system (against hackers).

-Automatic mode drawing (diagram): locks all / part of the files / system to "designated" (multi) user; triggers "nr" -> (human) access controller.

-Drawing: Accessor -> Access' gate (Access' controller = k / (ba)analyzer/"score") = Electronic system that can be accessed.

. System checks how good it is itself: Access=BA: analyzes=access controller because: it may be fraudulent / dysfunctional/ a poor screener of hackers / causing excessive problems for legitimate accessors.

-BA analyzes the score access=ba gets in: catching hackers; being inconvenient for legitimate accessors.

"ACCESSOR" = Accessor. One who seeks to gain access.

-Legitimate user with privilege for accessing system; or the opposite can be a criminal, namely a computer hacker.

. User: Anyone trying to utilize a function or feature of (electronic) device or system. See library and patent literatureon: encryption, passwords, security control (of el systems). This anyone can be:

. Person: One with required security or usage clearance; "Bill": one who has credit line; employee; friend; family (over certain age); one who has won usage credits (via "game" or "bill"); owner of system.

-A person with / lacking needed skill / training / password can(inadvertently) (not) cause damage, including: use of medical equipment, other expensive or dangerous machinery (in chemical laboratories), damaging other's research test results.

. Animal: Keeping animals in and or out (at "designated" times). Eg: training animals to behave in certain ways by= having 'ba determine desired behavior= and if so= allowing access. See: KN's animal "tracking" and "analyzing" systems; systems to motivate and or control organism's behaviors.

. Another electronic system: "Computer" on WWW; "M". A system or KN utilized to gain access. The other system may be designed to work in conjunction w/ another system that requires access procedures in order for them to "interact", eg: computers on a network.

. Hacker: they're unwanted, but may try disguising selves as a legitimate user. Spies: they may seek sensitive or confidential information. Their usage might cause greater wear & tear on system. One who seeks to sabotage the: system itself, another system tied to system they try hacking, or sabotaging something or someone not tied to system but can be attacked after getting something (information or function) from hacked system. It's a person who is or should be incarcerated. Someone posing as someone else; hence sys' access "analyzer" needs to be very good /cautious / meticulous / detailed in its access procedure requirements. Another system can be utilized to hack.

-Anyone who can't correctly (re)create password is probably a hacker= hence probably treated like one. System(s) may consider allowing accessor to subsequently prove they aren't a hacker via generating correct passwords.

. "Access = BA" identifies not only hackers but (similarly) also any "designated" type of:-incompetent employees / mentally ill people / terrorists /legitimate accessors who (might be too curious wondering beyond their "designated" "locations" on sys) / access controller ("tracks" W5 it monitors= punishes), since it can't always be trusted either.

-Determines such type accessors based on their: performance or work results "score"; errors they make; psychotic behavior; keyword searches.

Drawing #1: Accessor = Seeking Access to utilize / control / "program"/ "edit" ~ C: Access functions: ARTIST () // BEHAVIORAL ANALYZER () // INFRA-RED SENSOR () // KEYS () // LIGHT SENSOR () // MERGE () // MOTION () // MANEUVER() // PS-ZONE () // REPEAT () // SCIENTIFIC SIGNALS () // SMELLANALYZER () // SOUND ANALYZER () // TEL () // TRANSMITTER () //VISUAL ANALYZER () // W5 () // CHANGE ACCESS PROCESS () // HIDEACCESS PROCESS () // HINT () // NOTIFIER () // ORDER & TIMING ()// PROMPT () // SCORE ().

. Drawing #2: Accessor = Seeking Access to utilize / control / "program"/ "edit" ~ C: BILL* (); CART (retrieve info from cart); EDIT (); EDUC (); MULTI-USER (); NR (); OSC (); PR (); PS-Zone (); Q (); R(); ROUTER (); SCORE (); SENSOR (); SOUND ANALYZER (); STATUS (); TDS (); T (); TRACK (); UIP (); VISUAL ANALYZER(); VR (); WA ().

"ARTIST" = Method in which images generated permit "access".+ See main "Artist" section, especially it's "access" sub-section.

. 3D-010 Tilt Alarm: Tilt alarm in correct position to deactivate. Required angles can change daily, requiring user to discover the right position by looking at optional display which shows angle at which device needs to be deactivate.

-Applications: deactivate morning alarms, burglar alarms, gain entry, or lock or unlock anything else practical.
-Drawing: alarm = [activator/deactivator] = "tilt" -For Techies: "Access" (failure to deactivate alarm / turn on System(s) correctly -> alerts security personnel).6.96-Like 5A480 Laser Lock, both require designated motions.
-play "game's" joystick (tilt) to win game, hence gain "access" or other desired function.
+ Required motions: Generating the path / algorithm / image of actions. Eg: they can be those u made at some previous task within narrow time parameter, eg: how they controlled a vehicle; joystick from earlier "game" they played; replicating (joystick)motion made by character seen on "S" (nearby).
--if the actions are not made or repeated, accessor can generate a (moving) picture / "image" of the scenario. Or, simply k /generating the SW (Software) codes for the scenario in the correct "order &timing". These codes mentioned are those generated after the accessor correctly hurdled the obstacles to gaining access.
-pat search strategy: (tilt*) and (password* or activate* or access*).
. R45 `Dynamic Signature Verification': Write in your password. System identifies user's handwriting style too. [Communication Intelligence Corp, Redwood Shores, CA / Riley Design Associates, San Mateo, CA 4.94 PS]

. For Techies: ACCESS: (also permits access with (additional) one or more of following^: visual analyzer (user's face, finger print), other" access" modes, (in tern serving as additional test barriers to entry)); ARTIST:(behavioral analyzer studies images made); CAMERA:(); CART:(); K:(stylus; r*); MFH:(database for visual and behavioral analyzers); MULTI-USER:(); NOTIFIER:(status, score, alerts when access denied); OSC:(); PR:(); PRINTER*:(); Q*:(); S:(); SCORE**:(tds); UIP:()

4C210 "Artist" Access: Duplicates 4E030 Image Input Access, but this is older KN #, hence kept for priority date.<1 (signature analysis aspect is 1, excludes pictures), 3 or 4>User must electronically draw needed picture to deactivate alarm ;or draw picture onto paper and have scanner check if image is near enough to the needed picture (machine is the final judge)-display can show the picture needed to be created--system's judge compensates for differences from needed and actually submitted text (given by human). --very similar to 4E030-may be any text (signature) can be given by person, system just analyzes it for: complexity; and or how well the brain is alert(by using database with psychological analyzer), etc.
-sys judges for uip (calligraphy analysis) = "analyzing" ('visual analyzer) identity-similar and compatible w/ "Sound Lock" Invention in C Directory, 4C190Smell Lock. Existing Invention which analyzes finger prints / eye's iris for "access"
.-patentability?: signature analysis by computer exists, thumbprint analysis*
. [o-Sys displays an image, u must draw as closely as possible. I fits within right parameters, System(s) analyzes user is fine physically. Eg: they are in space, and oxygen deprivation is judged. Or draw picture fast enough - KN, within certain time pattern.
--for drunk drivers. If drunk, user can't type combination quickly enough to enter car.
-Above (for this sub-section) mostly from Mark Rossi Mar 1995,703-739-0220.]
. Drawing: System(s) prompts u = u responds (writes/draws/"artist") =sensitive pad = analyzer = access.

. Changeable password elements. "Order & Timing" of: image generation. Correct "artist" functions deactivate "Morning alarm".

"CHANGE PASSWORDS" = + For added security, system requires differing passwords for user. These newly needed passwords are those that accessor knows or can guess, but difficult for hackers to determine. Subset of "Generate Passwords".

-Value in changing passwords: u may not force themselves to change their password on a timely basis; keeps out: hackers, those who may have copied or illegitimately gained passwords otherwise, users who have expired or exceeded their "access" privileges; makes accessors appreciate more highly: need for security, value in accessing.

--.May require accessor be more on their toes / alert / kept up to date (on business or sys) since changes in passwords can be related to what and how and w5 accessor does their work – hence newly generated passwords can be uip-tailor related.

-Methods of gaining access change according to any (random /"designated") criteria, making additional hurdles, eg: should an illicit person gain the password. Altering responses to access' questions based on cue when such alterations should be made. -"Hint" / Cue determines how passwords are to be altered. Eg: 1]if u receives tel call (from machine) stating word `Apple' = u (user) knows variation version #35 of password is used until = next such incoming tel call. 2] uip generated cues based on: what u did earlier, their history / hobbies / what u should know based on their work. If statement is correct / of certain topic designated variation of password is valid.

-Other cues: day or week or month; weather (yesterday's high temperature reading); stock quote for particular company; type music played (listen for second word in song (which could even be one of needed passwords)); + pat 5442342 User inputs wrong answers based on cues, eg: days of week. 8.95 Hughes pat awarded.

-Patents: 5365587 self-modifying access code for altering capabilities.

+ Camouflaging passwords accessor entered / How system alters passwords: -Drawing: How u/sys = changes/"edits" inputted password(s).

. See "edit": any text / signals entered (kn, "artist", password)into system can be altered as "designated". Examples:

-reverse the signature or images drawn. See "access=artist".

-Altering typed or spoken responses: "edit"-Reverse the order / "order & timing".

-skip sections: first/middle/last digit(s)/words/sections.

-speak in different tone = "va"-utilize "synth" to alter inputted sounds-respond in different languages (with different meaning, or(near) identical translation).

-Combination / Order altered. Eg: changes typed password while substituting flashing lights for inaudible sound, and doubles waiting time between typing password and touchless access process.

-Fingerprint of different fingers / people. One or multiple people enter their prints / other images in altering "order &timing".

. Multi-step Alteration - Scrambler: system's hw (hardware) or sw(automatically) alters inputted passwords after entry. Password only effective after altered as designated (within designated time / w5):

-Makes harder for those w/o (without) this scrambler (accessing System(s) from remote location). -Alteration made more complexicated: each u's passwords scrambled differently; + password= entered into sys/k= shows up on s/printer/etc= as being different ("edited") from what was entered. Purpose: fool onlookers / hackers (who see history of accessor's activities namely what passwords they entered).

-altered differently in different circumstances (w5 of password entry): minimizes ability for hacker to get code for how password was altered. Multiple step alteration: System(s) alters, then re-alters password numbers of times prior to concluding altering process.

.-Access needed to change or do anything. Eg: password "edit": Alteration mode has barriers to access from hackers, eg: can't access from remote location; has minimized points of access from anywhere. Presence of alterator hidden.

-Pat search strategy - USPTO Bib disk ~6/96: ((change* or changing or alter*) near9 (access* or accesses* or accessing or password* or verif*)) and (computer* or electr* or software*) not alternative-User must meet one or more differing (creative) criteria prior to gaining access. Each criteria can change, eg: being are requirement / duration of criteria's activity / which u of several should meet which criteria(s) / rhythm in which criteria is met. Any one of the criteria's can be the controlling factor for other criteria.

-"Edit": u's signals may need altering as "designated". Such editing may be w/in System(s) or "cart" (carried by User (as a key)).+ Causes of change in needed passwords: "ba" "scores" accessor's behavior (during accessed session) as falling out of (their)typical usage patterns. System "prompts" accessor during this/later access procedure for differing password.

-"Access" = "Visual analyzer": need to change "designated" aspect of image. Eg: third line from left of right index finger needs to be erased or otherwise "edited": to achieve 95thdesired function.

. "Access Controller" or legitimate accessor can alter needed" passwords" for themselves or other users. Limitations may include: Accessor can't alter passwords for those his senior (w/higher access privileges); other accessors can override initial change of password via: additional more powerful passwords /after "designated" time period or other criteria.

. "Morning alarm": different tasks required each (part of) day=make it both more challenging / uip-tailored to user's needs or situation.

"GENERATE PASSWORDS" = System(s) generates password / access instructions / type hints. See "Change Passwords".

-sys studies uip-db / behavior (ba) and gives password more readily remembered and difficult for others to guess.

--examples: "maneuver": "route" u walks from their private office to access point must be redrawn by u to gain access: a]`from' location can change, hence System(s) "tracks" u (where ever they're (in building)).

-Pat 5398285 generating passwords using public key cryptography.

. One or Multiple sources generate password: If any one System(s) /person is incorrect / uncooperative = access denied. The order in which parties cooperate may be essential. Option: the effect each source has on password generation is geometric, eg: it puts a twist / alters / "edits" / re-"pr" what sources before / after enter = to create password. Things that cause "change password" can also be used to "generate passwords".

-Size of password generating devices: 1] might be large enough so as not to escape detection by building's entrance security guards and scanners. *2] small enough so u can hide it from others apt to steal it.

-Drawing: accessor = uip ~ score ~ analyzer = access ~ c.

-Destructibility of password generating device: difficult to dismantle / upon dismantling designed inoperable thereafter. Reasons: limits hacking / dismantling for theft or study of parts. "NR" activated by destruction.

-UIP / BA = utilized / "analyzed" to= "generate password"(changes).

+ Passwords System(s) generates (usually) easy for accessors to remember and hard for others to guess. Hopefully replaces need to write down password or process. But the passwords if they are needed to be written down, are those that can more readily be written down in abbreviated or other disguised way so others who find it can't readily understand / utilize the information. Eg, laser lock requires hand motion in hexagon. User writes word laser inside a hexagon.

--sys may keep passwords in such manner as well= with a decoder down the line to possibly interpret w5 necessary.

+--uip-tailor chooses easy to remember passwords for accessor's human memory.

--Nature of behavioral process accessing is such that it can be easier to remember than other types of locks, eg - Laser lock: move hand in shape of hexagon = blocking multiple laser lights in designated order.

. Changeable password elements. "Order & Timing" of: how passwords are generated.

"HIDE ACCESS PROCESS" = Makes it more difficult for unwanted people to either: know an access procedure is being utilized, and or for them to document it. See: "generating passwords" and how generation process kept secret; "changing passwords": camouflaging passwords.+ Hackers may not realize accessor is accessing: -Examples: When accessor: "Maneuvers": hackers may not realize what accessor is doing is actually accessing. Reason - access process doesn't look like access process. "Motion"; "ps-zone"; "repeat"; "ba"; "artist"; Touchless passwords: smell; motion; transmitter from u; Order &Timing: Mix password entry process with non access modes, eg: multiple access procedures interspersed with more normal activity, eg: maintain connection to System(s) for maximum 3 minutes until all 4 passwords entered. Repeating Past Patterns To Gain Access: Less likely u will write down password.

-US Pat: 54997421 Protects confidentiality of passwords.

-Need a password to get your password. Upon entry (by u or sys)to this "c" file, u must know w5 to find disguised password(s)designated for differing functions.

-password entered by u differs from what shown on "S": Differentiating factors include: slightly altered picture; showing letters typed by finger to be one key away, eg: u typed`2' but "s" shows `3'. Additionally, the password transmitted from u's point may first get scrambled to be what showed up on "s". Later down the password access process, System(s) can rescramble password to: originally typed / other code. "Edit". See "Changing

Passwords"-* 6B790 Barrier hides hands keying password: put hand into compartment or glove from which they can key in codes (eg: one per finger) in order to keep codes confidential. For cash machines requiring: personal identification numbers; entry into house, office, etc.

-depending on applications and quality of technology, system can" hand cuff" one hand of an individual who was attempting an illegal activity; held until police come (system calls for police) and releases person upon correct code by police and or other source. Discourages hackers and others attempting illegal activities. Replaces needs for guards saving thousands of dollars per location.

-hand cuffing may be illegal-cash machines are probably used by most people in the wealthy countries-the handcuffing might occur, and then simultaneously the majority of the machine's exposed parts might have its strong screen come down. There might not be enough time for the handcuffed person to think about grabbing a weapon to strike the computer ("C"), since they'll be in shock about their hand being trapped and will focus on getting their hand out. Just the presence of this on some machines can greatly reduce cash machine theft.

-obvious? can also catch villains by emitting red ink onto them(washable)-Pat search strategy - USPTO Bib disk ~6/96: (hide or hides or hiding or hidden) near11 (camouflag* or access*or accesses* or accessing or password* or verif*) and (computer*or electr* or software*)-Certain files can be kept closed or virtually unreadable (even to system's chief operator) except when an "access" criteria has been met, eg: time in future. Examples of such files: those used to generate future passwords; information about legitimate accessor's such as those needed to analyze if their behavior matches.+ "Sensors" can't be easily replaced:" Sensors" that sense / "track" access procedures can have their own methods to keep hackers from getting their own related sensors to gain access. Eg: the correct "sensors" can have additional needed codes transmitted w/ accessor's created signals; or correct sensors can encrypt / "edit" the codes generated by accessor.

Hiding Presence of Password From Accessor:+ Passwords can be something even "accessor's" are unaware of. Passwords can be something they may habitually be doing anyway. By not giving them the password, "hide" is strengthened. -Such password generations= need to study (ba)= accessor's.

-Example passwords: --subjects they commonly access or are authorized to access=access' caution "analyzer" is triggered when behavior is out of the ordinary.

--typing in one's name--accessor's location: ps-zone--typing style / rhythm / speed. See typing style analyzer KN.

--normal "order & timing" of accessor's actions.

--finger print: u thinks they simply need to press button (and warm it up)--sa: accessor thinks System(s) needs to be verbally controlled (without realizing voice must be of "designated" people's).

-other benefits: makes users feel more comfortable in not necessarily needing passwords (they must remember or even know were required).+ "Hint": System(s) can ask u questions w/o accessor realizing correct answers are the password.

. Passwords can't be transferred out of computer: system= "keyword" search= "seeks" access process digits= then blocks / nr when= such is being "transmitted" (via modem). . Drawing: Accessor's (behavior) (presence of password hidden from accessor's knowledge) = C ("Analyzes" if correct parameters were met) ~

Access = ARTIST () // BEHAVIORAL ANALYZER () // INFRA-RED SENSOR () // MERGE () // MOTION () // MANEUVER () // PS-ZONE () // REPEAT ()// SCIENTIFIC SIGNALS () // SMELL ANALYZER () // SOUND ANALYZER() // TEL () // TRANSMITTER () // VISUAL ANALYZER () // W5 () //HIDE ACCESS PROCESS () // HINT () // NOTIFIER () // ORDER &TIMING () // PROMPT () // SCORE ().

"HINT" = what passwords are / when (w5) they should be entered. -Sys hints what passwords are / when (w5) they should be entered. US Pat 5425102 Password hints; 5345549 Multimedia based security systems give cue based on strong personal recall ability. *5454091-(accessor receives / requests hint) = (for) need password= to get hints for= subsequently needed passwords(s).

. Manner of hints are "editable" (according to "order* & timing" as guide).+ How System(s) determines how to "hint" = "uip-tailor": see:" generating passwords", and other access sections; what accessor previously (see "repeat") used to develop questions for 'accessor to answer to gain access; access' ba's hint.

-"Morning alarm":

"INFRA-RED SENSOR" / Heat "Sensor" = Infra-red Sensor: Senses body heat of User and or any number of people required (nearby). Limits ability of hackers to pretend to be at access point. Infrared: body heat / light.

-movement(s) of people must be in designated pattern. See" artist's" image generation mode for "access".

. US patents: + 5406261 Computer security apparatus: accessorizes wireless infrared transmitter.

. pat search strategy of USPTO bib disk ~6/96: infrared* and(access* or accesses* or password*)-Any signals generated by accessor's (infra-red related) behavior= "access". Changeable password elements. "Order & Timing" of: emissions.+ Indoor / outdoor weather meters must "score" weather at" designated" levels, eg: room thermometer would limit hacker during non working hours when temperatures might be less controlled.+ "Designated" objects: shapes / size / type of heat emitting elements: appendage: accessor's right index finger / hand; pet(dog) in vicinity; any other four legged creature; (cold blooded)animals seeking to access water gate (keeping out human scuba divers seeking (natural resources)); (sun) light reflector; heat emitting objects (heat from power generated source or solar power); pens / pencils / computer stylus / "R"; 101 insect scrawling in jar (in random fashion / collected at or * moving toward food source); their temperature can be above / below (via cooling agent) room temperature w/in "designated" parameters.

--password generation objects: create objects via clay, plastic molding... Insert any needed temperature effecting agents (into slot).

-BA / Motion "analyzer": studies W5 objects are presented: in moving manner; "laser lock" type motions.

-"Drawing" "images": "artist's"="images" generated on "interactive" s by finger / other object. Use of finger nail or other room temperature objects (won't) access (according to W5).

--"sensor" seeks image drawn via: heat / pressure "sensors" on tablet; laser movement "sensor" - see "laser lock".

-infra-red / (sun) light = "sensors": way in which light shines into room needed to gain access. Eg: light angle(s); level of warmth emitted from light (above room temperature); what is lighted W5.

--"order & timing": light must have occurred over set duration prior to access-"Morning alarm": user's body movement= getting out of bed /doing "designated" task.

"KEYS" = R113 <*origin date?>Intelligent hotel room key goes beyond old magnetic card keys, has circuit chip. Can be programmed re data pertaining to user, billing, etc. 18 Dec 92 X.

-For Techies: ACCESS **:; CAMERA: is activated at check in/out point; CART*:; CLAP: for additional codes (to gain "access"); Display("S"): touch-screen (uk for access); %GAME **:; "M":; PP/MP:; MQ/UQ *:; MULTI-USER*:; NOTIFIER:; OSC:; PRINTER *:; REMOTE("R") ("R"):; SCORE:; TDS *: time of each action; TEL:; UIP*:; UK.

-Keys: metallic key; magnetic entry card; "cart" (w needed software / passwords, pat 5475839); other standard / bank(combination) locks. 9G190 "Cart" only functions when the sensor on it receives correct stimuli, eg: fingerprint of designated persons; "access".

+ Cart is a key for access. Enter whatever changeable codes desired into the cart. Cart can be a microchip placed into a(metallic / magnetic strip) key; whereby cart's codes are needed to gain access, as well as other characteristics of the key. The key portion can be any type of possible or KN type key or %access procedure's object (triggering hard object). Cart might be invisible, eg: key can get copied but won't function; it could be buried or hidden by material by which key is composed. --Repeated explanation: cart also acts like a key to sys' lock: eg: (reprogrammable) card key (w/ password code). cart ~ key =access. Cart can be microchip built into "key".

-"Cart" = "Access's" "Infra-Red" Object (Key).

-"Access": need (recent) fingerprint / bar code = scanner /"sensor" / "camera" [for reading images] = "analyzer" ~ UIP-DB = Lock (U is given or denied "access").

. Drawing: Accessor's ("Cart" / Object (whose movement or presence triggers "sensor" / behavior) () = C ("Analyzes" if correct(movement) parameters were met) ~ Access =ARTIST (its movement) // BEHAVIORAL ANALYZER () // INFRA-REDSENSOR () // LIGHT SENSOR () // MOTION () // MANEUVER () // PS-ZONE () // REPEAT () // %SCIENTIFIC SIGNALS () // SMELL ANALYZER(object emits odors) // SOUND ANALYZER () // VISUAL ANALYZER(studies shape of object or shape of its movement paths) // W5(moved) // CHANGE ACCESS PROCESS () // HIDE ACCESS PROCESS () //HINT () // NOTIFIER // ORDER & TIMING // PROMPT (when to insert key) // SCORE (key used to generate correct score, eg: key ="tilt"). Changeable password elements. "Order & Timing": which "keys"/ "carts" were utilized.

"LASER" = +p <3> 5A480 Laser Lock: Activated by tripping laser lights in designated patterns. See KN's Laser Harp & Tel as signal generators.

-Safer from others learning the combination person is keying in. Multiple lasers activated in designated order by u making motion of certain shapes.*-Eg: run finger through light back and forth three times, wait three seconds, then run them two times more, wait three seconds [or longer - can have variable minimum waiting times, with flexible maximum waiting times] then easily {quickly} swing back and forth twelve times.*-system locks for certain duration without allowing any access if attempted entrance code is [wrong] or very different from correct code. Helping to eliminate illegal entry.*-applications: put on back of any electronic device (computer,

door handle of car, of specially designed door handle of building*-electronic guard/lock device*-has multiple lasers to increase complexity of cracking codes*-Easy to change combination. .

-this function like most other User Behavior Process Functions is such that it can be difficult for casual outside observer to see combination being programmed in, as with other combination locks. .

-doesn't require security cards, keys, etc which can be lost or stolen.

-upon gaining access, user has choice of not requiring combination for re-entry (if their combination) allows them this privilege. Useful with car and building doors.

.-lock activation, deactivation feature can be turned on when motion sensor senses an oncoming person (eg: infra-red sensor in combination with sensors for changes in vibration, sound, camera image).

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-4C020 (sound lock) = 5A-480 (laser lock's old KN #)--the remote control device to unlock car door exists, yet may not stop this patent.

For Techies: #1: +access; access: each type access (made) -> database ->uip; access = r (tr/rc fq); artist: manner in which Frequency to (gain)access is tr is done in artistic / creative manner: "compose" sounds / lights / other Frequency - %(sys's (behavioral) "analyzer"(helps) determine entity (trying to gain access), according to type creative work, eg: similar to determining real composers /painters by characteristics in their work; balance: u must create/ hear sounds in certain (non perfect) balance; access=bva (sys seeks certain audio Frequency / words / rhythms / decibels); c=access; camera: visual analyzer (determines u (via uip / matching current lens' input w/ database of u)); cart: c(cart)=access; cart=(magnetic) card / SW (Software) (w u's encrypted codes); clap; date: access only possible w/in certain times / different times require differing methods for gaining access; display: System(s) offers u one or more choices for u's selection from larger menu -> correct selection by u -> access; *educ: u learns skills while learning access methods: answers to history / math / science / security /organization's (protocol) questions; gps: access only possible w/ in limited geographical zones / when u (their portable gps)traveled a limited (path / zone / manner / bar) to the access(check in) point; k=access, manner in which elements typed(speed, rhythm, stop and goes); locator: System(s) finds/follows/studies u according to u's whereabouts based on what "access" (codes/modes) u used/uses, eg: u is in north wing of building because access check points are passed to get in or out of wing; or user is in sw's 40th database, and in tern uip on u is developed accordingly.

-Exists: IR? for controlling locks, probably via ultra-sound too(well known).

-M = "ACCESS" (4C-020):M's database matches needed data / code / process / etc before "access" permitted. artist=access=m. balance=access=m. bva=access=m. c=access=m. camera=access=m. cart=c=access=m. clap=access=m. composition=access=m. date=access=m. display=access=m. distancer=access=m. educ=access=m. gps=access=m. k=access=m. mic=access=m. mo=access=m. mp=access=m. mq=access=m. multi-user=access=m. notifier=access=m. *osc=access=m.

pd/locator/pp/pr/ps/r/score/sensor/soundanalyzer/speech/status/*synth/tds/t*/uip/uq/visual-analyzer =Access = MFH. -MIC = ACCESS (4C-020): ACCESS / ARTIST (control images via" speech")/ BVA (certain u's voices and or vocal patterns, eg: sing particular tune) / C / CART (sound database, sw)/ CLAP /COMPOSITION /

DATE (w5 of incoming sound)/ S / DISTANCER (u must be at certain distance from "mic" to activate access. Space from u to = "sensor" (thermal / distancer / vibration sensor / other sensor's judging presence of user (s)) = "analyzer" ~c)/ EDUC / K(control "mic") / M (sound database; sound analyzer) / MIC / MO /MOUSE / MP / MQ / MULTI-USER / NOTIFIER / OSC / PP / Q / R / RC /SCORE / SENSOR / + SOUND ANALYZER: sound database; u's sound=sound analyzer=access (analyzer)=controls designated function (open gates; permits u full or partial function w/in some designated System(s) (sw) / SPEECH / SP TEL / STATUS / STEREO /SYNTH / TDS / T / TR / User / UIP / UK / UQ / VISUAL ANALYZER / VR *= MIC Light Sensor: Senses changes in light measured by: presence or lack of light, or more precisely the amount of light; frequency of light, eg: color; duration and or time in which light was generated. -Flashing lights. Drawing: access point = alters in designated patterns / colors = from el light "tr" = c~r = u. Morse code.

. pat search strategy of USPTO bib disk ~6/96: (laser* or light*) and (access* or accesses* or password*)-light / laser may need to be of "designated" distance: if two or more light frequencies are used, System(s) knows distance of light source, or may know via other "sensor" / methods (where access renters password at remote location (ps-zone)).

-Any signals generated by accessor's (laser /light) related)behavior = "access":. Changeable password elements. "Order & Timing" of: which laser lights are tripped / activated / deactivated / altered (its light bent) / w5.

"MANEUVER" = Maneuvering through any of the needed steps / stages necessary to conclude access process. The "order & *timing" process are the essentials, what's actually keyed in at "designated" points being the subset. Maneuvering through images / computer screens and programs: U maneuvers through images on computer's screen, going into deeper layers until they've selected designated image which is the password. The manner of u's moving cursor through the jungle of images, and avoidance of traps permits access.

Sample "routing" style required of "accessor":1] click on icon of flower -> u moves an animated character over to third flower to smell it -> u opens bee hive -> u directs bee to 8th flower for pollination -> resulting see planted in planter box #10,303 -> character clicks on 75th apple from tree of planted seed -> further "access" hurdles -> "access" provided.2] click on `deactivate music box' -> however music box opens ->u plays 29th song -> song plays while its wording shown -> u must click on designated word / phrase / melody (at right time) ->further hurdles -> further "access" hurdles -> "access" provided

+Style of computer's response / terrain in which u must maneuver can be different / changed according to w5 / "multi-user":

+-u must know / intuit how to respond / behave.

+-uip: System(s) knows enough about designated correct u to adjust /make hints / design path for maneuvering= so u knows how to maneuver through barriers. Based on uip-tailor, similar to" generating passwords"=uip-tailor).+-differences between correct and incorrect maneuvering can be minor or major, eg: flower smelled is still the 3rd one but changes from red to pink (while other flowers changed from pink to red), resulting in confusion for hacker, eg: changing of designated software codes.

Miscellaneous: "maneuvering" is a quick process ("mouse" around)

+ "Change Access Procedure" = Adding on additional steps:

.-scenery / type maneuvering change constantly. Example of "Change Access Process", and generating passwords.

+-As in semi "game" / "entertaining" "interaction": each subsequent access attempt requires the correct addition to the previously known steps.

+--What new step(s) may be:

--- Errors might be tolerated in each new stage added onto previously known maneuvering; but next access attempt requires unto "repeat" previously learned "access procedures". Or may be accessor decides what each next stage will be, and simply needs to remember (example of accessor being the password generator (in "change access process").

---Sys "hints"= allowing accessor= five attempts at intuiting correct access procedure.

---"Repeating" what u did or experienced in past= tied to correct choice(s).

--see: access' repeating section; "artist's" "draw"; "track" ="repeat"; "track" ~ "ba" = generating "hints" for u's subsequent steps.

.-external events: time of year; events in world or organization.

. "VR": manner in which u moves -> access. See KN (maybe under "vr").

+ "Crawler": Automatic maneuvering system: Something is designed to trigger the maneuvering process (in event its too cumbersome for accessor). Examples: a software pr activated by u; cart; clicking of designated icon (only available at designated locations / times). See "artist's" "crawler": this has a function of its own (can be triggered by u/sys).

.-Password needed to activate the automatic maneuvering. User may need to maneuver part of the course = type of password, then =automatic maneuvering process.

.- "Order & timing": User must created designated images ("artist")in sequence.

-Sequence here is defined as the manner in which each: 1]step/stroke in image generation is implemented; 2] sequence in which (total / partial) images are inputted / released by u.

. pat search strategy of USPTO bib disk ~6/96: (move or movement or moving or moves or maneuver*) near5 (access* or accesses* or password*)-Any signals generated by accessor's maneuvering behavior ="access".

. Changeable password elements. "Order & Timing" of: how accessor must "maneuver"+ See "maneuvering" via "game's" character. Manner in which accessor acts is the needed pattern for gaining" access". -See "Artist" = "Maneuver".

-U= needs to know= where to find what "prompt" seeks= (to have "merged")= for "access". Where or how to look (for other element(s) needing to be merged: how to "maneuver" / play "game" / which files to check.

"MERGE" =

+p Need to merge any multiple files. Namely, accessor merges two or more elements in designated "order & timing".

-Accessor may need to match (icon or file) (w "mouse" via dragging across s) any (past occurring and recorded event's filed signals / element / file / text with something else: Examples:-Voices: multiple voices somehow related (by birth, work);typical functions or responses said voice or person would make, or how they would respond to any real / imagined scenario(something like a "game" playing).

.-the synergy from a merging = "access" / "artist's" "crawler".

.-the order subset of "order & timing" can be a form of merging.

. Changeable password elements. "Order & Timing" of: what is "merged" w5.

-see: "Artist's" "Merge"; "Artist's" "Synergy"%

Drawing: "Merging" of Access procedures = C ("Analyzes" if correct parameters were met) ~ Access (Offered / Denied) = ARTIST () // BEHAVIORAL ANALYZER () // INFRA-RED SENSOR () // KEYS () // LIGHT SENSOR () // MERGE () // MOTION () // MANEUVER() // PS-ZONE () // REPEAT () // SCIENTIFIC SIGNALS () // SMELL ANALYZER () // SOUND ANALYZER () // TEL (transmits signals of password procedures / CID / "merge" w/ other passwords) //TRANSMITTER () // VISUAL ANALYZER () // W5 () // % CHANGE ACCESSPROCESS () // HIDE ACCESS PROCESS () // HINT () // NOTIFIER //ORDER & TIMING // PROMPT () // SCORE ().

"MOTION" = Manner of accessor's movement gains access. Motions include: "exercise", "distancer", "ps-zone", "dance"+, "vibration" analyzers. this overlaps: Access' BA: type motion= matches needed behavioral profile.

"NOTIFIER" = + "Access"="Notifier" is a subset of "Seek & React": Legitimate/ Illicit users of (kn) System(s) cause a "reaction". Reactions include: turning system off / on; punishing u (denying them future access for set time duration or other via other w5 "reaction" mode).

-Notifier functions as an alarm or the "reaction" itself is a notifier (catching the attention (of security (personnel)).

-See KN's Tamper Alert: "Nr" activated when anything has been illegally accessed.

-Accessor= generates password / "access" / behavioral pattern(s)=permit "designated" "access" / "designated" "nr".

"ORDER & TIMING" = When; Time duration: What; in what order access process' methods were enacted. Pauses in enactment.

. 6B370: Press keys designated length of time per key:+-"access": must press key designated length of time. --or activate code (on and off w/ designated number of pressings. Can expand to include: certain time each pressing should be made with needed pause time between pressing).

+ User must know w5 to enter designated data, w/ or w/o (without) prompts. Entering data in designated rhythm.

--Eg: hold key 1.5 seconds and wait 3.1 seconds between keystrokes. The order of KN access modes alters each month[multiple access procedures].

.-Multiple Access Procedures: User required to use one or more access "kn" procedures.

.-Accessors required to respond quickly: Illegitimate accessor SW (Software) difficulty in reading / locating "prompt" -> respond to c sw's prompts fast enough can't gain access, this makes it more difficult for computer hackers to gain access when/where (w5*)they are less initiated into sys' functions; those trying to gain access (then failing on initial trials) are more closely tagged(2E251 Intelligent monitor) during any subsequent access attempts they may attempt. 5G070 Speed Reading Software.

-Patents: 5451934 time delay features * 6B370 Measures time(s) door chime / k was pressed. Signifies frequency, etc of those who are not that close who sought contactor entry. -system additionally might register all times door was opened if U Pr. Each type of door entry signifies different type person.

-applications: "Track": was person or employee honest about what occurred, record keeping, security, evidence (eg: when something was delivered, when employees came and or left, etc)-limits u access by amount or type. "Access" restricted to time(s) of day/year possibly in combination with other hurdles.

-Accessor= generates "order & timing" related behavioral pattern(s)= permit "designated" "access".

-Other elements determining timing of access: Gravity from moon or planets (see astrologers); astrological charts designating which days are good / bad for any criteria (accessor, company, love). "Designated" hours, days (birth dates of known people).

-See: 'Sound analyzer's = 'order & timing.

"PROMPT" = What prompts U: to begin access procedure. "Hint" issue-set of "Prompt".

-any required type signals (from u or sys). Such signals can be "access" signals (which simply need to be "repeated" / "edited" again). -Drawing: prompt= accessor generates behavioral pattern(s)= permit" designated" "access".

-may need "access" to get to (next) needed "prompt"= then enter access.+ prompts can be disguised: to look like something other than a prompt, eg: egg / "crawler" / "game" (for "maneuvering") labeled number five= inside SW (Software) window number three.

-activate prompt= then it is ready to= accept password.

-"Morning alarm": clues user= should they not know how to "react" or function.

"PS-ZONE" = "PS-Zone" 3E150 : u must be in limited localities to gainaccess. US Pat search strategy: location* near5 (access* or accesses*or accessing or password*)

-US Pat: 5243652 Location-sensitive remote database access control.

-Accessor= generates "motion" / ps-zone behavioral pattern(s)=permit "designated" "access". Changeable password elements. "Order & Timing" of: which zones are entered / activatable w5.

"REPEAT" = <+> Access via Repeating Past Patterns:+1] Repeated action: User repeats an action they committed earlier. -Required motions: can be those u made at some previous task within narrow time parameter, eg: how they controlled a vehicle; joystick from earlier "game" they played; replicating (joystick)motion made by character seen on "S" (nearby).

-U hears something they said during last ("c") session, repeated back to them when they next gain access. This existing System(s) shows if there was tampering.

+2] Copying: User sees something and uses it as a cue for the needed access process. Examples:-Password is shown on "s", u simply must reverse its order, or ignore last and first three digits.* Pat search str (strategy): access* and (repeat* or repetitive). Nothing-comprehensible found.

+ Patent: 5247497 Security systems based on recording unique identifier for subsequent playback. Information provided by User to system when they last entered is played back so User knows if someone else gained access previously. Assignee: Octel [big co].

--improvements:

-U = This Invention System(s) (Patent: 5247497) ~ C = ACCESS () // ANALYZER () // EDIT () // NR (u nr when (w5) u didn't check to see what their `unique identifier' (5247497 type input) was during their last session, System(s) is of no use if u doesn't check, and best if u checks each time) // OSC () // PR () // PS-Zone (sys "tracks" w5 u moved and or what they did(uip, gps) -> plays back this information when u re-accesses sys) // Q () // R () // ROUTER () // SCORE (u's previous score or "status" or "TDS" (previous usage) can be a unique identifier(password) - this automation helps the less creative / lazy u) // STATUS () // TDS () // T () // TRACK () // UIP ().

-Pat search strategy - USPTO Bib disk ~6/96: (repeating* or repeat*) near5 (access* or accesses* or accessing or password*)Accessor= generates repeated behavioral pattern(s)= permit" designated" "access".

. Changeable password elements. "Order & Timing" of: how accessor should "repeat" aspects of previous activity (w5)"Morning alarm": do it to deactivate alarm.

"SCIENTIFIC SIGNALS" = Body signals. Body signals: System(s) gauges bodily signals unique to individual. Examples: body's natural electrically generated signals; skin chemistry; heart beat pattern; heart beat speed (u works on treadmill to get heart to designated speed = and u sees their rate on "s" and when achieve, it requests access at this time.

-Drawing: u = sensor = medical "score" "analyzer" = access.

-Pat search strategy - USPTO Bib disk ~6/96: (signal* near5 body) and (access* or accesses* or accessing or password*).

-Accessor= generates scientific pattern(s) = permit "designated" access".

-Animal / Organism monitoring KN must "sense" designated criteria= access (for animal).

. Changeable password elements. "Order & Timing" of: scientificsignals."Morning alarm": body signals must imply (full) wakefulness. User is up to psych up themselves to then= alter their body signals.

"SCORE" =Limits amount of access. Eg: kids can't watch TV over 10hours/week on week nights.

-5B370 Measures time(s) door chime was pressed.

-Scores w5 of person's hacking activity to better enable court prosecutor's request for stiffer sentencing.

-UIP: 1] Studies if u's actual behavior matches how System(s) thinks u would behave. 2] Identifies then "tracks" villains. 3]"Analyzes" contents and restricts accordingly, eg: limiting programs for children.

-"Edit": Limits functions available based on u's "status" /"score".

-9G220 Channel Scanner Skips Stations Having Commercials:(access/uip determines what (w5) u needs to view (access),communications/data that can selected include: t, mo data, a/v material, db, m access, usage of r

functions. System(s) blocks: commercials, aspects of data (which are coded as restricted to certain access coded u)-"Bill"-Accessor= generates "score" pattern(s)= permit "designated" "access" / nr.

-"Track": system records who gained access (w5). Each person[or department] has different code. "track" = ba = access.

-criteria #A, K: correct rhythm of typing necessary; criteria #B: correct password needed; criteria #C: (entry) data must be tr by the second of three people. Access sys's = "analyzer" = randomly determines which of the three A/B/C allows access (on a month by month basis for a u by u basis) -> access procedure for isolated situation: 2nd u k password (w/o regard to rhythm) -> 2nd u types letters in certain rhythm.

"SENSOR - MISCELLANEOUS / CHEMICAL" = Chemical "Analyzing" systems / "sensors" / probers% that sense the presence of any designated object w/ "designated" chemical constitution. Eg: salt; gold; water; any chemical "Smell Sensor" senses; any chemical compound(s) given in designated "order &timing".

+ Liquid or solid chemical produced by company and competing w/similar chemicals sold by others. Eg: bring your Coca Cola but not Pepsi into exhibit at carnival and get free entry. Needs good applications if patentable.

+ Applications: -Particular sports shoes (with unique: colors, or chemical constitutions on portion of shoe).

-Particular sauces: eg, Kikkoman's but not other brands of soy sauce or other Asian sauces.

-Labels on products w/ designated chemicals. Labels attached to product. Eg: Floppy disks; "cart".

-Passwords can be built into part of product. Only users of legitimate brands gain "access". Each product (model number) may have designated passwords.

-Number of "accesses" might be limited. There would be some counter / "score" / wearing off (of chemical) per usage (for access).

-Additional Applications for giving preferred treatment to user's of one's products: Access to (free): water; soda dispensers; physical access to permit entry into a gated area or building or zone= w/ desired products / services; "stereo"; "osc"; information; kn function; or anything else that can be limited /quantified / restricted to certain people (such as via "access").

-at end or (running) race, only those w/ Nike tennis shoes can get free Coca Cola, and with this soda, they get access to next function.

-Electronic system only functions when fed or given such label supplies or parts. This may fringe on U.S. laws, hence discounts or other preferences can apply.

-Presence of correct protective clothing, eg: gloves required. See KN's 7G forms of shielded protection, counter tops, proper containers, etc.

-Other valuable applications should exist!-Those w/ or w/o excessive radiation prohibited access.

-7G Indicators KN: any chemical that can be "sought" via "indicator"= qualifies as a triggering agent for= "access".

-Exists: bar code readers for "billing"; magnetic strips on flat keys for "access" and credit cards; microchips built into keys for "access", eg: on Cadillac cars.

-Patentability: System(s) "seeks" elements not commonly "sought" after for "access"; access process doesn't usually require carrying of an extra object, eg: key (since the presence of (main) element is enough to gain "access").

. Changeable password elements. "Order & Timing" of: which chemicals are needed.

. This is a subset of: Access' "Sensor Miscellaneous", and KN's7G Chemical Indicators = "Seek & React". "SMELL ANALYZER" = +p 4C190 Smell Lock: Unlocks only in presence of certain smell, eg; wearing of cologne. If person's special cologne recipe is secret, this will be a difficult lock to break, and it will be difficult to even detect that a smell lock is the type of lock being used. User might wear colognes unrecognizable to human noses, in tern fooling observers seeking a way to gain illegal access into any electronic system, eg: computers, walkways, safes. Smell lock couples with additional safety measures, eg: passwords.

+p-some smells are not detectable to human nose, hence wearing such smells, which are noticeable by "sensor", increases security. Smells can be masked by combining w/ other smells (perfumes) not(always) needed for "access".

.-similar and compatible w/ "Sound Lock" Invention in C Directory, 4C210Artist Access.

-uses existing smell technology-Drawing: perfume -> chemical "sensor" = analyzer = access.

-Smells generated from: particular candles (scent from wick /elements in wax); cologne / perfume; hair spray; other cosmetics; insect repellant; body odor (advanced System(s) identifies each u's unique body odor); lack of certain odors (having just taken shower); weather conditions (smells just after rain), hence "access" limited to weather conditions (or weather conditions require differing access process).

-different combinations of access processes required for differing days / situations / type access desired.

-Hazardous situations: access might only be / also be offered only at times of hazardous chemical release (such as to escape through controlled doorways). eg: chemical spill / radioactive release where (air) sensor picks up on it. Reasons: u doesn't have time to fumble with passwords. Cautions built against those seeking go gain access by inducing disasters, eg: accessor is photographed / not allowed out until security clearance.

-Smell "Analyzer". See 4C190 Smell Lock: Unlocks only in presence of certain smell, eg; wearing of cologne.

-Pat search strategy - USPTO Bib disk ~6/96: (smell* or odor* or cologne* or perfume*) and (access* or accesses* or accessing or password*)-Accessor= generates smell pattern(s)= permit "designated" "access".

-user must blow (via mouth or fan or natural wind) air / cologne in designated "order & timing". This patterning process might tolerate drafts or odors in between the blowing / transmission times (due to less controllable air flows).

-Needed "changes for access process" can be: using more / less cologne *; mixing cologne's; not wearing cologne at "designated" times (w5 access is desired).

-Smell types. Particular kinds of: flowers; foods; spices; mildew or rot from certain elements; ink (fluids); elements kept in capsules and (plugged into "sensor"= resulting in less loss of odor for subsequent usage); minute odors from woods, plastics, metals, stones; liquids (w/ other elements); wax; other chemicals; hazardous chemicals (those mentioned in KN's file 7G).

-Smell can be replaced w/ particular types of weather: humidity; atmospheric pressure; level of ionization; pollution; altitude; longitude; latitude.

. Changeable password elements. "Order & Timing" of: w5 odorsare dispensed.

. Odor may only be released when the previous access procedure was conducted= intern this odor triggers "order & timing's subsequent needed password.

-Punishment: wrong access procedure can release an odor whichcauses: system shut down / inability to re-attempt access (W5)(during set duration) / nr / unbearable odor, eg: skunk's.

-This an other password generations can be utilized for training animals.

--Eg: animal's actions cause an odor= animal then gets food. Poor behavior from animal causes wrong odor and no food or electric shock or piercing sound.* Not important! "Morning alarm": are body odors slightly different in morning? If so this can be utilized to determine wakefulness. Applicable to animals being researched?

"SOUND ANALYZER" = Synthesizer: Password is the setting needed to alter u's synthesizer: need "synth" set in designated ways to make sounds audible / comprehensible to (human) ear.

+5A500 Sound Lock: Activate lock by emitting special inaudible sounds from tiny pocket device. +-Key attached to the sound transmitter.

+-sounds may be inaudible to human ear, lock opens. Helps prevent people or other's monitoring systems from knowing a sound lock is being utilized. Access' "Hide". The audible / easily recordable portion of sound might not be the sound needed to gainaccess, misleading hackers, while the presence of this sound functions to let accessor know the sound mode was activated (w/in certain time period from when important sound was transmitted by 'osc).

.

--there are frequencies which cannot be easily recorded by equipment (illegal copies of sounds for unlocking). Its more difficult to copy and or know about copying if the transmitter sends sound in frequencies not audible by human ear-the volume might be set at certain level, to further complicate accurate copying / needed access procedures.

-changeable password elements. "Order & Timing" of designated: sounds; pauses; volume; pitch; bass; w5 sounds emitted.

-others nearby may not know how the lock is opened, adding tosecurity.

-4E020 Content & Date Verifier: of (any said) occurrences, eg:"tracks" occurrences; "analyzes" occurrences (for uip)"Speech": voice recognizing System(s) seeks certain sounds "sa".

.

-Patents: 5450524 Password verification system based on a difference of scores ("scores") of type sounds (SA); 5499318audible uttering and timing of uttering.

-type sound(s). Different: regional accents; languages; person's voice; any other sound distinguishable from other sounds such as by their frequency, duration, pattern, volume, pitch, distance from microphone.

-Pat search strategy - USPTO Bib disk ~6/96: (verbal* or sound* or music* or audi* or voice) near15 (access*or accesses* or accessing or password*).-US Patents: 5517558 Voice-controlled account access. 5426450Hands-free hardware keyboard. 550303 Accessing information

-AT&T 5335313 Voice-actuated, speaker-dependent control system for hospital bed. 5309504.

-sounds can be used to create "artist's" images -> gain "access": Manner of sound generation (by u) determines type image. Accessor= generates sound pattern(s)= permit "designated" "access".

. Changeable password elements. "Order & Timing" of: w5 sounds are emitted.

-"Morning alarm": UIP-DB stores the sound types of user when they are wakeful = this database compared against= those vocal sounds emitted by user in morning. User needs to bring themselves to wakefulness = to reach the "designated" "mood" in user's voice= as "analyzed" by "sound analyzer".

"TEL" = also see file: Parts-Telecommunications for further explanations parts codes used. Eg: for telephony, information highway related applications of "access".

. "CID": can only gain access from designate tel numbers. If caller not from designated tel #: User designated as suspicious. Access is limited, eg: by time parameters; subject matter; additional passwords needed. System(s) calls back u on the tel # u should be calling from, and expects a busy signal. Access may select not to even answer / respond fully to calls from unknown tel numbers.

-Pat 5280581 System(s) calls back accessor.% Misc: 3E040 3E041 Telephone Noise Canceler: (sound sources identified by their tr (access/uip code transmitted) are processed/handled differently as pr; system better hones into/away sounds w/ or w/o such tagging transmitters)-3G010 T Ring Delayer: (only for calls coming from particular CID)-4E020 Registered Electronic Media Communication: (1](registered) material is "analyzed" for uip/key words and this analyzed material is then = tagged (uip) = intern such tagging helps in matching whatever (u who is being evaluated (for their access/uip) w/ the (registered) material. 2] "Analysis" helps control/guide the 2E251 Intelligent Monitor.)-"Morning alarm": user's port connects to "mainframe" computer. "TRANSMITTER" = Transmitter from u (as u walks by "sensor");Magnetic Device.

. R127 [Commuter's train ticket credit card: circuit emits frequency read by device in ticket gate. JR (Japan Railway)]. Also copied to "Access", "PS", "Score", "Track".

. Magnetic Device: The presence of a magnet touching, or not touching within a few mm or cm, activates and or deactivates. Differing type magnets or other devices emitting other electrical forces give different commands according to the activator. An activator may have the ability to transmit one or more different type signals. Accessor must exert designated strength, eg: type magnet and or distance they're placed from" sensor's" magnet. Changing distance ("distancer") creates needed patterns = Access' "order & timing".

.-copied from IMI&8 "R" part.

-Accessor's (portable) magnet / object may also need to meet following parameters by having/being: a size (fits into slot);include a microchip with built in password; (standard) key; attached to another kn (invention) password generating device. "Transmitter"= Accessor's "Key".

-Drawing: similar or opposite magnets = "sensor" = "scores" degree of pulling or pushing = access.

-Radiation: radiation needed to gain access. Values: such key can't easily get taken out of building / area since it needs to be housed in a large enough lead container readily noticed, plus security at entrance checks / scans all packages / people.

--Drawing: mild radiation = Geiger counter "sensor" = access.

-Pat search strategy - USPTO Bib disk ~6/96: magnet* near9 (access* or accesses* or accessing or password* orverif*) and (computer* or electr* or software*)4C020 Transmission Lock: * <1 (good argument), 1, 4, 4> Activate lock via any type of transmission. The exact frequency and the combinations of on and off activate the desired functions. Combinations can lock or unlock, turn on lights, call security. Example frequencies: light, sound, or any other airwave.

-activation via vibration(s) - the level of vibration (impact /movement) and or the code determine "access". The 'code' is determined by: time period of each vibration mode / time period between each mode / level of vibration intensity / number and type of modes / in combination with other factors, eg: other "fq"(sound/light) / key / combination / password / other "access" entry factor. -the more different factors, the more difficult to gain entry /crack the code (for "access") / "access".

-(instead of magnetic...) any frequencies which cannot be easily recorded by equipment (illegal copies of sounds for unlocking) -its more difficult to copy and or know about copying if the transmitter sends sound in frequencies not audible by human ear-the volume might be set at certain level, to further complicate accurate copying-transmission can be of any other electromagnetic airwaves Laser Lock: Activated by tripping laser lights. <3> 2] 4C020 <- 5A-480-042004. Laser lock details found in "access" main file.

-Accessor= generates transmitter signal pattern(s)= permit" designated" "access".

. Changeable password elements. "Order & Timing" of: w5transmissions are transmitted.

"TRAP" = + "Maneuver" = "Traps" (Punishment for having wrong password): Trap types: images beckoning ("prompts") accessors yet results in: -deactivation of desired function. This part in this way might not be used. -gives enough information / acts (almost) like how the hacker may think System(s) should work.+ Booby Traps: fools "accessor" into believing they gained access: initial password typed in (whether correct or not)results in System(s) stating /implying such was correct answer:-yet u trips up on some later step (while falsely thinking they have one of the correct passwords).

-sys "tracks" (compiles enough information on hacker) to punish them: identify hacker (who or where they are / W5 they access);"notify" security; ba on hacker to better catch them upon any subsequent attempts they may commit in hacking.+ "Bluffing" - leading accessors on: some sensitive information may need to be given to continue fooling hacker into believing they've not been identified as a hacker. Depending on the level of access system's sophistication= the "designation" between sensitive and non-sensitive and "trapping" information given=will better allow access System(s) to accomplish its aims: "trap" accessor; stop reattempts at hacking. -Files used for "bluffing": "designated" files need to be triggered to open when hackers are deemed present. These files must be accessible in a realistic manner, eg: u keys in (again)(same) password. Files for "bluffing" may be altered from the real ones via: "editing" / search and replace / manual alteration.

--they hopefully don't contain (enough) information for accessor to figure out how to (W5): gain access and not be considered a hacker; learn about "bluffing's" presence / characteristics; commit sabotage against anyone or thing, even if its not sensitive to owner of the system being hacked.

-keeping hacker from thinking they're being led on: any foolish(password) action by accessor can't necessarily be tolerated.

. Types of "trapping" information or elements given to accessor: tel numbers for accessors to call= which have CID (requirement to gain access)= then identify hacker; other sources or places hacker can visit (by "computer" w/ their CID) (on WWW).

-sw (with computer viruses (that might best be deactivated by controller of access gate way), hacker contacting this human controller can give way to identifying who hacker is (if hacker is unaware the virus is actually a booby trap). Accessed system/ Virus can have information / contact points to disable it.

-hacker's system is labeled for all future "interfacing" with other computers, so other systems know hacker's system was once used by a hacker.

--Eg: 1] hacker's CID tel number is registered in <black list>tel number db. This is an example of how booby trapping occurs w/o (without) hacker's awareness. 2] portion of SW (Software) or hw is (permanently /secretly) "edited". Such as portions used for helping computer System(s) to: identify itself; gain access; use modem; "interact" with new data / SW (Software) (on internet / m).Misc: identifying -> "tracking" = hackers / nr / "trapping" hackers.

-value: fear of (further) punishment helps ward off hacker's subsequent hacking attempts; legitimate u w/o correct access procedure are (more) forced to speak w/ their supervisors (before damage is done in some manner (releasing of sensitive information; damage to system or what it is effecting (by incorrect usage)).+ Hacker's or their colleagues' subsequent attempts at hacking:-"track" = "ba" are more on the look out for similar accessors again. Chances are likely hacker's have some common behavioral pattern (UIP)= that is common in each access (attempt).

--if UIP-DB on hacker's behavior is lacking= System(s) may continue to allow hacker to be fooled into believing they're gaining access=while UIP builds up its db on hacker(s).Other "traps" and punishments: Any other known way of "restricting" / punishing human hackers / equipment used by hackers, w/ or w/o hacker's knowledge.

-See patent database: Key Words - (password* or access or accesses or accessing) and (track* or punish* or trap* or fool*).+ Building a better defense against hackers: UIP on likely hackers: develops db=ba (what behaviors to seek)against future (different) hackers. Learns what is more sensitive and sought after by hackers, intern requiring extra defenses. In other words: Access' "analyzer" identifying weaknesses in their defenses (so System(s) can (automatically) repair itself).

. Drawing: "Trap" = C ("Booby Traps" appear in below listed parts /below parts are used to beckon hackers / the parts are uip-tailored to beckon hackers) ~ Access =ARTIST () // BEHAVIORAL ANALYZER () // INFRA-RED SENSOR () // KEYS () // LIGHT SENSOR () // MERGE () // MOTION () // MANEUVER() // PS-ZONE () // REPEAT () // SCIENTIFIC SIGNALS () // SMELLANALYZER () // SOUND ANALYZER ()

// TEL () // TRANSMITTER () //VISUAL ANALYZER () // CHANGE ACCESS PROCESS () // HIDE ACCESSPROCESS () // HINT () // NOTIFIER () // ORDER & TIMING () //PROMPT () // SCORE (Accessor made to believe they had a high enough score or "status").

"BA": level of crime or damage conducted by hacker= according to("analyzer")= results in a corresponding level of punishment= to hacker. Mirror: accessor is (partially) allowed to see themselves as access controller sees them. System= next analyzes how accessor changes its behavior / access process. Those changes are more carefully "analyzed" for what accessor might be trying to camouflage about themselves, eg: their bad traits= that system is trying to "track".

. "Tracking" hacker= after they've been identified:-"Tags" are placed in the material hacker downloads. As this material is moved ("routed") around (their / main system / WWW)="track" follows it= to: others collaborating w/ hacker / hacker's whereabouts / better understand hacker's behavior. "Guides"= "hackers"= into their "designated"= "trap". Morning Alarm: if user turns off system / deactivates alarm * in/on-authorized manner= punishments can include: loss of files /other functions alarm System(s) is tied to. See information on other ways user is punished / motivated= so they get into and stay in a state of wakefulness.

"VISUAL ANALYZER" = fingerprints; face; pictures. This part is very related to: Access' "artist", and "image" input for gaining access.+ Eye blinking: pattern of blinking -> codes. Possibly only for unique eyes of each person (iris). Blinks Morse codes. Another example of body movement gaining access. --needed eye color can be achieved by wearing colored contact lenses.+ Accessor must wear/present particular (coordinated) colors for access (entry, usage). Other "artist's" "image" examples: company logo emblazoned on attire; picture ID clipped on shirt. These are examples of needed "images" / visual "coordination" needed for access via va.

-see "Artist's" R24-1 Image Coordinating Software-Fingerprints. Also: Different genetic fingerprints = typed /scanned in; photographs (faces, bar codes, scenery). Lines also from: palm and any other body part.

-"Visual Analyzer" for externally shown 3-dimensional objects: U's unique face; any picture or object they = show "camera". Objects might need to be turned / angled up to 360 degrees (at designated speed, such as by putting it on a speed set turntable).

-"Visual Analyzer" for images on flat / 3-D surface: -Image generation: ("Printer") prints a different image each time, based on its changing password creation System(s) = images scanned = c = access. --Multiple sources generating password: User might also be asked to make all / part of the image generation, so image's output effected by the symbiotic help of each source. The geometric effect SW (Software) may have on each source's input on each other causes a result nearly incomprehensible from what any one source entered - increasing difficulty in identifying each source's input.

---Drawing: each source (c (password generator sw) / u) = enters images/ data / SW (Software) / etc = "analyzer" = c integrates inputted elements ~alters according to source(s) / c integrator = final password developed (double checked for accuracy / functionality / security clearances) -> password given / printed / stated / tr to other.

-Previously generated / used passwords need designated alteration("editing") for subsequent access.

-Images include: bar codes; abstract designs / paintings; single or multi-color; coloring in shades / solid blocks or (tiny) dots as in periodicals' full color printings.R174 Computer ("C") checks person's fingerprint before allowing" access" 2 Aug 93 NK-moved to "access" 6.96R195 Fingerprint operated entry system. 25 Jan 93 NK-moved to "access" 6.962E251 Remote Controlled Camera: (sys monitors people according to their access/uip (code)).5G061 Dyslexia Software: (speed at which info given determinedly u's access: either u gets info faster (inhibits uninitiated computer hackers) / SW (Software) slows down when c/security guards need more time to "analyze" the "access" level of u (who is being questioned (by c); 5G070 Speed Reading Software)--form in which u sends / receives. Pat search strategy - USPTO Bib disk ~6/96: (photo* or finger* or (bar near2 cod) or image* or imaging* or vision* or visual* or pictur* or (bar near2 code)) near9 (access*or accesses* or accessing or password* or verif*) and (computer*or electr* or software*)Accessor= generates image pattern(s)= permit "designated""access". Changeable password elements. "Order & Timing" of: w5 images given.

. see: + "Visual analyzer", and "Artist" = "VA". Other "artist's" "images" needed for gaining access:. any product of nature with its visual characteristics. System(s) can require characteristic common to the species or scientific category of product, eg: any cat's hand or piece of gold, or be more particular eg: front right paw of specific cat, or 22 carat gold in "designated" shape. Seeks: color, texture, (overall)weight) of objects. Access requirements alter according to reasonable criteria, eg: plants change their condition (dormancy)at certain times of year; hands are colder in winter (eg: for infra-red "sensor"); % since there are no Oak trees in Hawaii, leaves must be flown in and hence will lose some of their color in the interim. Objects can be placed in certain manner by (non- visual analyzer) "sensor". Examples: -people: any body part.

-animals: any body part.

-plants: any body part: leaves (their veins, outer shape, color(changes by time of year access sought), branches*-organisms: any type cell or "scientific signal" they generate.

-chemicals: needed formulae: percentages of differing chemicals/ (total) quantity of any parts. Access = chemical content"analyzer".

"W5" = Access at right time: designated temperature, weather, certain news in mass media, when another "designated" u also has "access". See Access's "Order & Timing" subset.

-Accessor= generates W5 behavioral pattern(s)= permit" designated" "access".

CONCLUDES THIS ACCESS-IMI FILE (Parts)

File: Access \ Ac-Image

File: Ac-Image. Image Input Access System.

. $$$P 4E-030 Image Input "Access" System:

The user or one who wishes to gain access into a system must make certain pictures to gain access. The accessor must create an image with a computer mouse, or via other means; which must match the diagram in the computer's memory. This image acts like a password.

-The system has a designated tolerance for images that differ from the one in its memory; the accessor may draw the picture in a somewhat different manner each time. This form of tolerance can for example seek a square or triangle of any approximate size.

-The 'image permits 'access to any privilege described in the "access" part.

. Applications include: (de)activate alarm; additional verification of u (user) (person trying to gain access (via matching images / uip-ba (signature analysis N))); slows down u (user) whom sys suspects are hackers / villains; gain access into^: entry way; use of product (c, some el (electronic) sys); use of game; higher levels of usage within sys; banking: electronic funds transfer; gaining access into building or C.

. Image types needed for access:

-straight lines connected at angles; (u)closed shapes drawn with lines, eg: circles, triangles, squares, rectangles, pentagons, hexagrams, polygrams...; (lines of) dots at designated locations (on S).

-the type 'image required often will be those for which the 'system's 'analyzer can build a reasonable tolerance for differentiation [should such 'images be inputted by the accessor's hand and not via other means like a picture, thumbprint, etc].

-make similar or related or unique picture, system may give (prompts) ideas for picture, eg: ones which instill the idea of waking up like running to catch bus.

-type diagram examples: additional add on elements are made to previous diagrams - to better assist user in remembering needed diagrams; diagrams can be from sets of things such as vehicles (first car, next bus, next airplane), or shapes of provinces or states, or words (middle names of one's family); zig zag lines, eg: spider's web or child's drawings (required length of (straight) lines with certain angles needed at points lines bend / intersect.

+-Altering type images / methods / mannerisms needed to gain access, in order to avoid hackers getting a non-changing password type image or method. Sys determines (from hacker's point of view) haphazardly w5 needed images are changed (according to circumstances).

--For Techies: Drawing: User = This N (invention) Sys (what helps in the determination ("analyzer") for type images needed = % type images given (entered); type prompts and or other challenges can be more difficult to hack / crack depending on, eg: circumstances (see Features following) / perceived security risk (type u (user) / type application sought by U)) ~ c (computer) =

ACCESS ; AP (type application of N); ARTIST (if "artist" type N (invention) is connected to main N; u's drawing ability (uip, score)); ba ('behavior analyzer) ; CART (entered into sys by u); EDIT (analyzing inputted images by u); EDUC (if sys needs to teach u); K (keyboard) (if only keyboard is available/functioning, then available images are reduced; or entire sys can shut down in this case due to higher security risks); MOUSE & R (remote control) & K (keyboard) & Tilt & T-bandwidth (type mouse being used, its limitations being taken into account); MULTI-USER ; PR (software program) ; ROUTER (where on information highway / web u (user) came in from); SCORE (u's previous performance); SPEECH (sound analyzer); STATUS ; tds (time date stamper) (occurrence of past / current activity of u); TILT ; TRACK ;

User (who they are); UIP ; UQ (type questions u asked / errors they made, helps create a perceived security risk of U).

+-3D: User may need to enter / create / respond to 3-D images (onto "interactive" "S"). "VR".

--user may need to 'interact with the 3D image, such as knowing where in the 3D maze or terrain the "secret door" or "key" or that day's password is located.

---accessor may need the first password to get into the terrain.

---too many errors in seeking to locate access in this terrain invalidate that user's first password.

-Color: the color shown on S (screen) may change, even though the color code used (via K) is the same. Purpose: fool hackers sharing information with each other of getting data from their notes which mention which colors are used/needed/responded to / altered W5.

-Size: simply change size w (with) (most) other aspects of image remaining the same.

-U / Sys may know / suggest when (w5) needed images are to be changed.

-Drawing: u (user) = K (keyboard) = visual analyzer = access (analyzer, score (security risk)).

. Prompting may simply help u remember nature of desired image, w/o (without) giving all data on the images.

.-U knows additional 1] subject matter and or 2] manner in which depicted subject is to be drawn. Eg: prompt states 'citrus' = u (user) via #1 recalls its an orange (not the tree or leaf), via #2 that the image should be drawn with thin or thick lines (caused by pressure level / manner of stylus/R (5E020)) and whether the fruit should be filled in with shading / various colors or just the outline to be drawn.

-Prompts: For Techies: Drawing: User = This N (invention) Sys (type prompts given u determined via) ~ c (computer) =

ACCESS ; ANALYZER ; CART ('software cartridge) ; EDUC ; mfh (mainframe hookup) ; MULTI-USER ; PR (software program) ; PS-Zone ; Q (asks questions) ; SCORE (u previous performance / prompts during previous sessions); %SOUND ANALYZER ; STATUS ; TDS (time of day, length or level of security clearance for designated type access/task); UIP ; VISUAL ANALYZER.

-Perhaps only the entity seeking "access" knows what to write (clues/prompts may help a computer hacker).

-very similar to 4C210

.-compliments other "access" features^: u's finger print or eye ball image scanning->c (correlates against memory); cart; password; 'transmitter worn by u (user) (user) (seeking entrance).

-use system to "score" u's behavior/ability: uip; bva (this is part of bva); u's ability for specific tasks, roughly replicating any existing psychological/*sociological testing system (on paper) which studies u's behavior; "visual analyzer".

--done via help of: "visual analyzer" (of images made by u to gain access, or during work session on C), "uip-ba".

-D1: u=(stylus/finger)=s (touch screen)=c~access = osc/printer/m/cart

-copied to better N (invention) file 1.95

-For Techies: access; "morning": deactivates alarm upon u's correct input (level of similarity controlled by pr).

.-uses any existing electronic "analyzers" which analyze human signatures / images. Also see listed patent numbers. US Patent office is working on a visual analyzing system for their patent database.

. PATENTS:

-Patent search strategy: #1: securit* and (signature* or draw or draws or drawing or (image* near5 creat*)).

#2: (security or (gain adj access) and password*

KW: access

-US Patent Numbers: 5319797 5222138 4903991 4908861 4991205 + 5111512 Method for signature verification - 1992 patent. Access is given with correct signature.

4850018 4869946 4758718 4799258 4816653 4851937 4876717 4326098 4023139

-especially patents listed / related to "visual analyzer" and "access"; and to some degree "ba" versus patents of other Features for this KN.

Claims include: helps solve the problem that people's signatures are often commonly available.

-the needed diagrams can change over time and or after designated number of usages.

+ Generating images via: "C" "mouse"; 5E020; c (computer) input tablet using stylus or finger or other stick; "Artist"; R; % "Sound to Visual Converter"; manner in which one walks about near the motion "sensor" = "access".

-UIP / BA: these are also used in determining whether access is permitted. Sys "analyzes" past and current images generated by User and studies them via UIP-BA or US Pat No 5111512 in judging how close / dissimilar the recently entered images / signals are from needed criterion.

+ "Artist": all the (existing) diverse ways one can input / alter / "edit" the images / drawings, which were generated / started by person (u, one seeking "access") or sys (via its prompts) can be utilized.

-Additional examples:

-Patent search for this "artist" sub-section: (artist* or draw* or (creat* near3 image*) or (creat* near3 picture*)). KW: create can be replaced w: alter, design, edit, make, develop)

. For Techies: Drawing: User = This N (invention) Sys ("Access" gained / effected / "analyzed" based on functions for any of following) ~ c (computer) =

-1J010 Body Movement NR:

-3E150 PS-Zone:

-3G010 T (tel) Ring Delayer: ("analyzes" w5 u (user) answers the tel, eg: if u is often not answering for some time, then maybe u is somewhere too far from where they should be, or is busy w (with) something else, or is poor employee (lazy))

-4E010 Alternator: (sys must have designated level of)

-5E020 Remote Control Stick: (generates images, eg: abstract versions of C=stylus)

-5G061 Dyslexia SW:

-7G050 PVC Notifiers: (presence of certain chemicals (also) needed for "access")

.-7G052 Flexed Level Notifier:

. For Techies: Drawing: User / Other Sys = This N Sys (Access: (Type) input to gain access) ~ c (computer) =

PS - R (remote control) - Tilt:

Remote Control
PS
Access
SW
Exercise
Analyzers
Indicators

-Sensors: hazards, novelties, monitoring of events: designated chemical needs to be: inserted / placed into/onto sys; causing nr ('notifier) to change.

3E152 Positional Image Generator: Changes in position of moving objects are registered by system which intern generates an image or "track" for said changes -> when such images match "access's" criteria, "access" is granted. In other words their pattern of movement via zones / tilt generates a pattern as perceived by "sensor" -> C. Moving or stationary images are generated by location of elements in subject that can generate signals in "Visual Analyzer".

-position of each element generated by: 1] light / color / heat generated from portion / all of targeted object. / 2] tr (transmits) (transmitters (on surface / appendages / inside) targeted object. / 3] "distancer". / 4] locator: KN (invention) finds objects.

-Drawing: signals coming from (moving/stationary) object(s) = "analyzer" = image generator / "track" (score, intelligent monitor 2E251, uip-db development).

-this part is similar to many other sub-Features.

Password/"score" needed so= image generation is in= desired color= to gain access.

-1C310 Software Multi-color Adventure Pen: The device decides when to change color into another matching color. In pen or software format.

US Patent Search Str:

(access or accesses or accessing) and/adj15 ((gain adj9 access*) or enter* or password* or secur* or protect or authoriz*

-US Patents: 5491752 Increases difficulty of password guessing attacks.

--Pat search str: Worked w/ US Pat Database `Bib' 4.96 Disk.

. Encrypted: encrypted with state of the art.

-u's activities: access processes, files, etc.

-password systems / pr, or the fact that one exists.

-Miscellaneous: "Track", "Score", "UIP" (uip-db)

-password itself encrypted = and only decrypted by access point's "analyzer" = to determine if access permitted.

+ See "Artist" image generating modes: any of these can create the necessary image(s) / processes to gain "access".

US Pat 5486122 Autonomous wearable computing device and method of artistic expression using "game": Educational devices using process-oriented educational methods are disclosed to prepare children for keyboarding. The device include sets of gloves and indicia applied to fingers of gloves to provide pictorial representations of the keyboard.

Accessor selects "images" that are "edited" as "designated"; or "edits" them= then gains "access".

-Same "edited" form can't be used more than twice in a row.

-"images" undergo ongoing "editing"= accessor needs to know at which point in the evolutionary process= access is viable.

. Hypervideo (exists): users click on (moving) images/'icons, and get 'routed video clips / information ('tailored to their needs). Object Tracking software (exists) make (moving) images clickable.

--Access applications: user must know in what chain or 'order & timing, in which they need to click images, as [they] 'route themselves in the program to gain access. Clickable 'images can change [in 'tailored fashion], eg: user only clicks on what they recognize, eg: faces of people / objects they are [intimately] familiar with, or which have some [semi]-logical reason to be clicked on, eg: story line [based on user's 'ba].

END File: Ac-Image

File: Access \ Ac-Pat Sch&

ACCESS PATENTS AND PATENT SEARCHES

Key words for patent search strategies: access*, computer*, entry, (gain* or keyless) adj3 (access* or entry), password*, interactiv*

.--toy*, fun, play*, child*, kid*, image*, imaging, create, creating

-str: (achiev* or obtain* or accomplish* or get [or gets or getting] or gain* or keyless) adj3 (access* or entry)

-str: password* and (access* or entry)

-str: security* and access*

-str: (draw* or create or creating) adj9 (access or accessing)

-US Patent 5368308: Stream of recorded sounds broken into segments then re-ordered = needed to gain "access".

12.95 Bib Disk US Patents = Access: Search strategy on USPTO's Bibliography CD dated 9.94: password - many related N, only scanned the list, eg: 5323465 Access control; 5289540 Computer file protection system;

5276314 Identity verification system resistant to compromise by observation of it use; 5206905; 5115508; 5111185%; 5097506.

-US Patents: 5420925 5418842 5396609 5373557 5345579 Passive keyless entry system into car 5319364 507402 = "c" 5450524 5206905

. Improvement on patents:

. Sub-Parts:

-Access-Restrict: Different u have differing levels of access to full range of information / functions = (based on their password).

.-Access-Track: follows target upon entering (mode) (until which time the one accessing is deemed a low security risk.

-Imi Part 'Burglar, is subset of 'Access.

Pat search str: password* US Pat Numbers about sys generating passwords (pat search str: password adj15 generat*): 5513263 5509070 5491752 5469564 +5442342 5428349 5416840 5365574

-+ Main at search strategy for all of "Access": (access* or accesses* or accessing or password* or verif*) and (computer* or electr* or software*)

File: Access \ Ac-Pa

ACCESS PATENTS AND PATENT SEARCHES

-kw (key words for search): access*, computer*, entry, (gain* or keyless) adj3 (access* or entry), password*, interactiv*

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-str: security* and access*

-str: (draw* or create or creating) adj9 (access or accessing)

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. Improvement on patents:

. Sub-Features: Access-Restrict: Different u (user) have differing levels of access to full range of information / functions = (based on their password). * Access-Track: follows target upon entering (mode) (until which time the one accessing is deemed a low security risk. Imi Part 'Burglar, is subset of 'Access.

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+ Main at search strategy for all of "Access": (access* or accesses* or accessing or password* or verif*) and (computer* or electr* or software*)

File: Access \ Ac&

ACCESS' Miscellaneous Information: File k\ac&

Miscellaneous forms of actions permitting "access":

-Forms of motion by U. See KN's Yamaha Miburi and related KN.

-Form of User causing "vibration".

-Way something is assembled or taken apart: 3A205 Tamperer Alert. Rubrics cube.

-Motion access procedures: Correct movement of hand or joystick. Motion type #1 -> motion type #2.... -> access. See KN's Miburi from Yamaha and related KN.

-Vibration Sensor: Senses vibration, eg: if person is walking or sitting on sensor; or senses vibration signals coming from elsewhere.

Miscellaneous: includes known (c) systems which restrict "access" of people / other systems to: use, work w (with) particular el (electronic) N.

General Diagram for "Access":

. D1: 1 UK (user at keyboard) = 2 C ('computer) = 3 tr (transmits) = 4 M/5 function. D1's For Techies:

Details:

+1: Passwording: gain access via keying in alpha-numeric combination; key insertion; via remote ("R", password tr (transmits) from R); fingerprints, passwords, key cards, uip, another C ('computer) (their sw), clap* 25: access can be changed via pp, mp, cart, u (user) with higher (overriding access, eg: supervisor, C ('computer) sys itself); character; 24 tds (time date stamper) (scores w5: when, *how, *what, %why, who gained "access" into system - [may also be used for uip [database], 4E020 Content & Date Verifier]; 25 "S"; 23 %distancer activates/deactivates lock; 123 access lock can be a physical (lock & key) / (programmable C ('computer) chip) card key / software barrier = (who can "access" 4E020 Content & Date Verifier / 2E251 Intelligent Monitor); 245 "C", 4E020 Content & Date Verifier, 2E251 Intelligent Monitor; 245 %interactive (activates/deactivates access, 2E251).

13: signals for activation/deactivation of access can be received and or activated via: microphone ("mic") (sound signals activate/deactivate access/2E251); tel ("T"); mo; tr; %fs (correct image eg: signature); remote ("R").

2: *tilt (2E251 activated by N's movement); *distancer (eg: clapper); 245 mp; 24 mq (machine asks user questions) (prior to activation/deactivation; for uip database upgrade); 24 multi-user (individual requires own password or other activator/deactivator to gain access); 245* notifier (who, what, when, %where, why gained access, and or is using system); 25 OSC (outgoing sound communicator) (if password or other activator / deactivator effected desired function, eg: gained access); 24 * uip (access draws on pi's database to mq (machine asks user questions) prior to allowing user access to user; 24 questions for access change according to user's uip (mq an action user made on system in one of [important] previous activities); 24 pp; 24%score (2E251).

2 the necessity for the access feature is normally trivial, but assists in marketing, and helps organize differences between multi-user; uip.

1 the type code used in the password (a series of sounds, lights, letter or number combinations, etc) activates and or deactivates the corresponding function reserved for individuals equipped with the password.

24tds of user's past access is used develop his uip. Excessive or insufficient usage can exclude him the uses from some/all functions, trigger "notifier", and inform the user's supervisor via tel ("T"), mo, e-mail.

24 the type of uq can consequently (according to system's uip, mp, pp) affect/control the type of password/manner needed to activate/deactivate; 5 speaker.

. For Techies: drawing This invention Part (Access) =

-E020 Remote Control Stick with Switch: (functions of any R (remote control) controlled by access/uip)

-5E080 System self analyzes best synthesis for acoustics of room/hall: (matches uip/access of u; u (user) may not hear/read certain OSC (outgoing sound communicator) (sounds/data))

-5E090 Wireless Music Band: (access limits usage of certain portable el (electronic) N)

-7G050 & 7G051 PVC Perforation Alerter & 7G052 Flexed Level Notifier: (type access determines: type of pvc needed (for extra/less protection: to save money/trouble); which types of occurrences (chemical contact, perforations) need nr ('notifier) to u/sys/monitor)

. "ACCESS": (4E030 Image Input Access Sys):

For Techies: D: User = This invention Sys (access: such actions (gain) "access") ~ C ('computer) -

-1J010 Body Movement NR; Yamaha Miburi.

-1J080 Ice NR: 7G (colors must change) = visual analyzer (c) = access

-2E010 20 30 40 50 Recipe Softwares: u (user) must request / read via sw ('software) certain recipes = (track) = gains access

-3E010 Mobile Tel Location Notifier: nr ('notifier) functions only for those w (with) "access"; u must be in designated zone (at certain radius) prior to "access"

-3E020 GPS Record Keeper:

-3E150 "PS-Zone":

-3E210 Indoor GPS Extender:

-4E030 Image Input Access Sys:

-5E020 Magic Wand: KN

-3G010 Tel Ring Delayer: KN

-3E060 Interactive Morning Alarm: KN: answer / ask right Q (asks questions) = access

-3E061 Body Motion Instructor: "educ" teaches u (user) how to move = future access.

-4E020 Registrar: uip of u (user) must match db ('database) = then access

-5G061 Dyslexia SW: "edit" changes according to u's type access

-5G070 Speed Reading SW: u's reading speed must match = speed designated by = access.

See 'Sound analyzer for: R54-1 Voice Recognizer Differentiates Between Multiple Speakers-

ACCESS = Passing of tests 'scored for level of accuracy.

-Forms of access: Access is achieved when the system 'receives the right electronic signals such as: in the correct 'order & timing, and duration of correct signal types.

--License: having a proper license for which royalties paid are up to date. Not exceeding the terms (limits) of the license, per the license agreement. License rights include: geographical territories ('zones); usage of 'designated 'Features, 'functions, and 'inventions; time periods; licensee's proper behavior (as observed by 'tracker and 'behavior analyzer). More details of our license agreement on our posted website, or *those commonly used for intellectual property.

–'frequency signals from: 'remote control device.

-other correct human or machine generated actions: that can be picked up electronically by 'sensors for:

--sound (of user's or animal's or device's unique voice or sound). Differing sounds from such sources permit differing types of access.

--visual images (for finger prints, eye's retina, other body elements). Images studied by 'visual analyzer.

--temperature: of human appendage such as finger or palm, or other [heated or cooled] device, or room temperature w/in 'designated range.

Changing Access Levels Granted to Users:

-analyzer: stops access upon suspicious activity. Eg: computer hacking - attempted access into files or functions for which system has not offered access.

-'score and 'uip alter access level, when (behavior patterns) of user are in/out of 'designated (behavioral) patterns.

-Access granted to all or portions of functions available: W5: each 'multi-user has own time frame (TDS) to gain access. Differing desired functions can have their own access time/type parameters.

-forms of access can periodically be fully or partially changed.

. Differing 'scores: The type of 'score achieved functions as the gateway to 'designated functions associated with such 'score.

–What type 'scores offer: Time length of access, or quality of function. Higher 'scores can activate more or fewer functions. Differing 'scores can activate 'designated functions with no one possible 'score allowing access to accessible functions.

. Notifier activated if system gives a high 'score chance that accessor is illegitimate.

-* Diagram: user = access = computer = results for user

--"Explicit Knowledge": Documented info 'accessible at any time by anyone with or without a password". This is left available as 'system in 'programmed.

.-From *"Net Future - The 7 Cybertrends", Chuck Martin, McGraw Hill (c)1999

End of File: Ac&

File: Adapt / Intro & Tailor

INTRODUCTION - ADAPTING INVENTIONS TO PERCIEVED NEEDS
Also Called - User Information Programming

Adapt Table Of Contents For Multiple Files
. Introduction & Tailor
. Adaptive Inventions
. Sub Parts
. Expand
. Link
. Article
. Patents
. Code Sequences for software & DNA
. Other Adaptations *

Learn that it is quicker and easier to license from us, than trying to circumvent this revolutionary patent application. This application has so many ways of adapting. Call (+1) 707-428-5000 www.LicenseItToday.com.

Adaptation tailors a system's features for the unique needs of specific users. The entire patent application shows examples and related information.

ADAPT = User Information Programming ™. Also called Tailoring ™, or Adapting
adapt 'adapts the system to the situation. A common example is how it tailors itself to the user's unique needs. System uses stored information about the user, which it then customizes its functions. Improves product performance. In other words, it self optimizes its functions, to tailor itself to the situation at hand. It is often an invention's optional bonus feature. adapt is a central theme found in our inventions!
-adapt is a form of 'adaptive Interface: The electronic interface automatically and dynamically 'adapts to the needs and competence of the user.
-Adaptive functions include how adapt can: acclimate, accommodate, accustom, alter, change, comply, conform, revise / harmonize / familiarize with user's needs, tailor, attune, coordinate and integrate matters for user's greater benefit, adjust, collect and adopt info about what's to be tailored.
-Includes: Player Information Programming ™ and Player Modeling ™ for video games.

Adaptation Process Is Open Minded:
. The 100,000+ invention variations made it able satisfy a wider range of needs than nearly all other related patent applications.

. Ties with main inventor's conceiving 1987's best selling book "Closing of the American Mind" about higher academia stifles creative thinking. Despite the fact that this may historically be the world's largest patent application with extensive support for its claims, we expect to be challenged by the patent system, just like the main inventor was at some of the world's top universities.

. A more polished and refined version of this application is coming forth.

. The work stems from top inventors including our Eastern Europe's largest known electronic research program in 1990's, plus his research into methods for increasing people's creative intelligence.

Tailor / UIP-Tailor

This Patent Application Gives Thousands Of Examples For 'Tailor

System tailors its functions to the unique needs of specific users. Each user can have their unique profile stored in UIP-Database, which includes their: needs, preferences, and behavioral traits. Tailor then matches the database, with a menu of function choices.

. Integrates and Often Overlaps These Part Functions: 'Edit, 'Educate, 'EGH (Educ Gets Harder), 'Guide, 'Interact, 'Predict, 'Seek & React, 'TGH (Therapy Gets Harder), 'UIP-Emergence (2G180), 'UIP Tailor.

Tailor titled 'UIP-Tailor, as it's a subset of 'UIP.

-tailors sys for "designated" users. Matches characteristics of user's db= w characteristics db covering all/some of sys [abilities of sys]. Sys / U* "analyzes" for best ways to tailor sys for u = then selects best/better options = u may select better options and brainstorm further on subject w sys / sys automatically implements its tailoring (wo "editing" from u / other sys). Extensive examples in KN files.

-Access' BA also selects what users want:

access=ba can "seek" / "edit" information for accessor. This is a form of UIP-Tailor. Saves user's time.

--also uses internet's sw that "seeks" "designated" news / other material that appears later on WWW.

--BA knows what accessor wants to "experience" W5 = uip-tailor.

--See: "artist's" "cut & paste"; "edit"; "seek"; key word "seeking"; "uip-tailor". + "Predict" which is a subset of UIP-Tailor. "Guide": "Game's" "Guide" which guides player according to player's UIP-DB.

-See File 2E - Idea Generation Software in directory "I" - effective pre 12.96.

.-'Edit or 'Tailor alters how sections of computer code are 'Searched & Replaced.

Tailor-Simultaneous: Time related [and 'tailored] events [if not simultaneous] and how they can be 'tailored. Each function/benefit being 'tailored can take into account the traits for traits from the other elements [being 'tailored]. [Don't] create [some/much] synergy between each ['tailorable] trait.

Examples:

-Effects in 'Entertainment, 'Games, Etc: Simultaneously tailored effects reflect the traits of the other effects. E.G. While opening a shipped invention in a wooden case, smell some fresh wood while hearing the box cranked open. The toy robot popping out 'interacts with the box as it makes the rest of the way out, like the 'traits of a butterfly coming free from its cocoon. A/V effects from car races. Mother's A/V 'reaction to baby crying or wetting diapers. See 'Game Parts section for 'Effects.

-Multi-Users: Functions benefiting one 'multi-user, can be compromised to help others: Features [[address the lowest common denominator (for 80%)] of the users (so they can better understand [and be 'educated]).
-Environment: it reflects 'mood of 'entertainment.
-it causes 'reactions: Ambient light or darkness having an effect on 'reaction from virtual objects.

File: Adapt / Adapt Inventions
ADAPTIVE INVENTIONS
OPTIONAL WAYS FOR USING ADAPTATION IN OUR INVENTIONS.
* 5A810* Advisor: compiles user's information: birth date and time (astrology); takes picture of palm (or asks user to identify type lines they have on palm or computer); taro cards (more optional).
* For the hobbyists into Numerology: numerology (takes the important numbers in person's life, eg: drivers license number, "T" numbers, address number, etc and sees the significance in them, eg: "8" means strength and "1" or "10" mean beginning. All the numbers in a tel number are added together, then the multiple digit final number is treated like a multiple digit numbers whereby all the digits are again added together, for example - tel number 222-2222 = 14 = 5) Numerology has been popular with mankind since ancient times.
-device can be in non-vending type machine too, for home use: people can consult it each day for decision making.
-marketing: the(simultaneous) use of multiple measuring systems ('analyzing user info) could be argued in advertising as being more efficient.
-system can give equal weight to each method of 'predicting future and 'analyzing person's current and past situation(s). And or, user or manufacturer may give greater weight to some modes than others. Naturally, system must learn to compensate for times one method gives conflicting/opposite advice/'predictions/'guiding/suggestions of another 'analyzer/user (info programming) - but in such cases, system might simply give no comment on area the two methods analyzed.
* Voice Recognizing Vending Machine:
Function #1: user states/'keys in what and or how [w5] they want something provided, eg: temperature of food or beverage served
Function #2: recognizes particular person using device, and [doesn't let others it doesn't recognize use the machine] adapts accordingly.
. Other: Also for vending machines. *4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)
-"Entertainment" / Program (sw) Screener: 9G-220: sys screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%)
-'Guides / *'Educates users [for how to improve their 'game skills/functions/'scores].
R53 Computer Tailoring: Computer interacts with users at a level corresponding to their level of computer expertise. ['egh]. System also adjusts by: adapting to strengths/weakness/interests in different subjects/type of computer applications [it deems user is more interested in]. Users select from [three] different

levels of operating instructions. Relates to products from Fujitsu Ltd, 1060-1, Marunouchi, Chiyoda-ku, Tokyo 100 03-3216-3211 NK]

-uses R52, eg: R52-1 + UIP

access **:(); artist *:(); camera:(); cart *:(); composition *:(); entertain:(); "m":(); morning **:(); multi-user*:(); notifier:(); osc:(); pr:(); printer *:(); ps:(); q *:(); r:(); s:(); score:(tds); synth:(); tel:(tr); uip:(); wa:().

-any el kn sys = "interacts" w/ = according to u's level of expertise (in using product / field of knowledge, eg: medicine, art, other application for product).

-'tailors 'game/'game entities skills to 'game [main] entity's skills.

R122 (User) Error 'Prediction: Compares 'database

-Computer ("C") 'predicts human error. [Studies user's UIP first.] 15B: Computerized typewriter gives verbal warnings when user is about to erase something from memory. [Related to: 15A: Central Research Institute of Electric Power Industry, 30 Sept 92 YD; 15B* Toshiba 7 Feb 93 YD]

. For Techies: ACCESS **:(); %ARTIST:(); CAMERA:("visual analyzer" (notifies) unusual movements)/studies movement behavior for UIP; CART *:(); CLAP:(); %COMPOSITION *:(); Display ("S"):(); "M":(); MORNING *:(); PD:(develop uip); PP/MP:(); MQ/UQ *:(); MULTI-USER*:(user/observer (analyzing for other's potential mishaps)); NOTIFIER:(); OSC:(); PRINTER *:(); REMOTE ("R"):(); SCORE:(); TDS *:(); TEL:(); UIP *:(); UK:(); WA:().

-used also in: 'heuristic [A.I.] ['predictions] 'analysis.

-'scores chances of error in how 'predictor may be wrong [in how a 'game entity will act/be weak].

* A9-01 AFTER LIFE SOFTWARE: 'Entertainment.

Before a person dies, they can deeply analyze themselves in terms of how they would respond to their children's, spouses, former employees, etc questions. The intelligent computer will be able to make rough estimates as to how the person might have answered.

o has a clock in which the person being copied can leave certain statements, reminders (eg: take care of your health, stop drinking too much, keep studying, etc), new aspects to their will, etc. Keeps user plugged in and curious.

o rich people would be willing to put their money into this because: they can't take their money with them, want to leave an impression (the desire in most of us), want to care for their loved ones, its novel, its the next best thing to being with the loved one after death.

-More details in IMI25 file.

3J010: Tailored Reading: Suggested information is given to User (user) in forms of: world wide web / internet / America On-line / Compuserve / cable entertainment and or information (Viacom [company]).

3J020: Ads / Descriptions / Behaviors / Communications of User (user) are analyzed and sys matches User (user) with what Sys thinks User (user) (may) want: (Classified) Ad insertions made by User (user) = analyzed = sys suggests one of following which matches User:

-existing services / companies

-direct mail lists; contacts who may buy and or use services / products offered by U.

-shows competing ads (from other companies)

-D: compares ("analyzes") key words of User (user) (its ads / co / product / service descriptions) w/ = ads/services/co descriptions (in db / business directory / on-line services).

-can focus (only) on material that is "registered" (KN)

-Sys finds specialists for activities U (user) is engaged in and for which U (user) may be less qualified. Sys studies work history / test "scores" of employees from U (user) and = matches with curriculum vitae of others outside U's company. Sys "scores" importance of function and if its worth bother of getting outside expertise. Sys offers contact information on outside experts. Sys might be offered free by service / sw company (that makes money only on experts utilized). This serves as a back-up for management who knows their employees may be too afraid to hire outside experts in the event that the outsiders are better and can take away jobs from insiders.

3J030: Targeting Ads:

UIP of audience compiled = then ads only go to those w/in designated UIP guideline.

-Mediums: on-line, WWW, printed publications, cable entertainment (television ads).

-"Access" of different viewers using same/*similar system can be different intern, ads targeted will differ. "Access" code may come from the password to activate sys (cable tv / on-line) and or remote control device and or UIP generated by sys w5 (when, how) U (user) accesses program / sys.

-Similar systems are probably known.

3J040: Life Form Matcher:

Characteristics of environment are matched with the ideal growing conditions of each plant or other organism in the database. Environment's characteristics are inputted by U (user) (from known information) / sys analyzes characteristics.

-(Plant) Characteristics of environment include: (average) daily temperature fluctuations / humidity / precipitation / soil moisture (retention) / type soil (nutrients, problematic elements, eg: poor Ph, undesirable chemicals) / air or water pollution / light levels / depth of soil / common (insects / bacterial / viral pests) / (legal availability of) insecticides / etc . Covers each minute of year.

-D: uip of plant db = matched w/ = uip of location = "score" shows how well matches are made = a percentage of 0% to highest score of 100% is shown / chart / bar graph / printed explanations.

-shows ideal age of plants for moving / transplanting.

-any (other) life form can replace plant, eg: animals, insects, micro-organisms. In which case other functions are (also important): cages / food needed or given.

-Cost versus benefit "analyzer": benefit and cost value proportions for different types of foods given / how valuable the life form is (to reduce costs, cutting corners which can be poor for plant or other life form, might be worth it).

-how to maximize productivity: harvesting of plants or organisms or maximizing (healthy) reproduction (offspring).

3J050: Life Form Doctor: Adjustment Suggester:

-related to Life Form Matcher - above KN.

-when organisms are already in the environment / U (user) wants designated organisms = sys suggests how environment can be altered to improve growth or health.

-"analyzes" solutions to illnesses / diseases that have or may hit organisms. Eg: stopping epidemic; software doctor.

-suggested activities for organism: exercises for unhealthy humans or mammals; changed diet; medication; temperature; light levels; other therapies.

--(disease's / situation's / environment's) characteristics = analyzed /k = uip = suggestions.

--uses related / KN `(medical) diagnosis' / "analyzing" systems (sw).

-sys "tracks" changes in organism / environment = "nr" / makes suggestions (on needed changes (from earlier suggestions, eg: more medication, chemicals, light)).

+ 3J060: Formula Adjuster: System adjusts formulas based on User Information Programming. Applications include: food recipes, clothing styles for (human) clothing 'tailors. (residential) architecture, etc. . Applications:

-Recipes: System can also adjust for multiple people, by picking food formulas that can best average most people's tastes. Non essential ingredients area adjusted, eg: for omlettes there can be more or less cheese, but the egg isn't adjusted.

--Food provider matches U (user) with other db (via Dialog (co)) that helps food provider determine uip on u.

-Pizza Delivery: if user previously ordered pepperoni on pizza, and next they want sausage instead, chances are U (user) prefers the spicier variety of sausage and or other pizza ingredients (eg: more red pepper, oregano, pepper....). Or, U (user) fills out uip type of questionnaire. Questions include: favorite ingredients, foods, questions in other (UIP) KN. Large tour groups can have their people fill out questionnaires = future food providers provide (ala cart's) targeting average tastes of group's UIP.

-Restaurant Guide Company's Service: U (user) (customers) fill out questionnaire. SW matches = U (user) w/ = restaurant's whose ingredient / style (ambiance, type furnishings) UIP matches = U. Or, the middle-man restaurant guide company = suggests how restaurant alter recipe / menu for U (user) = via U's "access" (card number U (user) shows when ordering).

-KN uses "CID" - Caller ID to know what pizza User previously ordered (Exists). Other functions are improvement of this.

-Region of client calling in (known by first three digits of local tel number) shows up on caller ID; then system determines regional tastes and or lifestyles.

-Image' based software systems (which 'tailor color matching for the user, such as suggested home decoration colors, fabrics and furniture designs.

. System is a form of UIP Database collection/tailoring. Diagram: UIP of User (customer) = used by sys to suggest = alterations to (main) menu's recipe.

+ 3J070: Sound Adjuster: KN? See music or SA file.

Each musical piece to be played has UIP "score" which can be matched with the UIP of desired mood.
Examples:
1] co stock going up, so build on the momentum and play Tsaichovsky's 1812 overture. 2] It's Friday and employees are less serious, so play classical versus pop music. 3] People are semi-brain dead, so play Bach which is cerebral and creatively more inspiring (according to questionnaires - see KN).
-Applications: office background music; music while people are on telephone hold; public areas: train stations, restaurants, hotel lobby's or rooms.
-D: UIP of situation (system "analyzes" / person k data in) = UIP of situation/environment determined = C = matches UIP of situation w/ UIP of Music (from music db) = controller = selects which (pre-recorded / to be composed (see KN composition N) musical pieces are played and in what order (order has effect as any Disk Jockey knows = this effect matches UIP-targeted objective) = "stereo" / osc.
%-selected visual images (also) displayed on "S" = match U's UIP. See KN.
%-suggested attire worn by employees match = designated situation: customers / type work (hazards, 7G KN).

3J080: UIP Time Correlator:

Matches which occurrences (emanating from U's sys, w5) get greater (desired) effects and when. In tern sys adjusts itself by putting out more of the elements (applications, functions, effects, results, information, osc) during the better times.
Applications:
-when to play designated music / show designated visuals on S. Above KN. Example: when which music has greater effect on productivity (as measured by average typing speeds of all employees hooded into M).
-when to place which ads to targeted audiences. Above KN.

+ 3J090: Personality Profile Matching:

Sys gives each user tasks and or questions. Based upon response, system gets better understanding of each user/'game player/'entity than more standardized (multiple choice) questions.
. Things measured:
-creativity (see KN paper "Inter-cultural Engineering").
-manner of expressing oneself:
-temperament: anger; stress level (how much stimuli a person can take / likes) -> resulting in one of many possible behavioral reactions (such as how User will predictably act / react in designated circumstances).
-see: "score"; UIP
-percent of time User spends doing different tasks (especially those that are connected to an electronic "tracking" sys), eg: cruising info highway for girls; data processing; computer games; sending / reading electronically transmitted letters / data; financial.
-uses any current / future (electronic / sw) behavioral analyzing system / process.
-human controller of sys k what they desire from sys = sys decides what needs to be measured to achieve this goal = sys determines what data is needed (via human or M psychologist) / gets data via any means (UIP, M) = UIP-Analyzer = output: suggestions

-

. Applications:

-how User is predicted to act / react in designated circumstances.

-developing UIP in sys to better interface w/ u.

-suggesting how one person can better communicate with / work with / sell to / teach: designated User / customers / (work) associates / students.

-becomes a db (database) for UIP.

-see UIP; *pr; KN (using UIP); other 3J file UIP SW inventions

-dating service

-matching User (job prospects) with new work openings / tasks: getting those who can do the job best; matching skills and personal needs/characteristics of person with task/job

-avoid problems: poor matches of people; reducing risks (not allowing people w/ poor skills or behavioral patterns to (take on risky tasks, eg: chemical handling, make important business decisions if they appear to be drug addicts or emotionally unstable, air pilot selection).

-sw for increasing creativity: see KN's Inter Cultural Engineering paper.

-conflict resolution: sys suggests how to better speak with antagonists; how to present constructive proposals, eg: should it be more emotional or intellectual, or is there a greater need for trust in one or more of the parties.

. UIP - how its developed:

-"scores" are developed per User / group of users (company / dept) / task / (geographical) region / interest / application (of program or data) = "analyzer" = output.

-see UIP

. How SW responds:

-it thinks of all the possible results for each action proposed by the sw, eg: like computerized chess games with Gary Kasparov fighting IBM's computer in Feb 1996.

4J030 Experience your future personality: System studies your current personality and guesses/'predicts approximately what they/'game players will be like in the future. UIP, BA, SW.

-hear what you'll sound like

-visualize what you'll look like

-understand how your personality will change

-guess how others will respond to you differently according to how you change and the world changes

-guess how you'll be living your life differently. Considers: living at home (appliances, chores, entertainment); "interacting" (electronically) with = family; work (electronic modernization, automization); etc.

-D: +db (uip, data compiled from experts in predicting future (worldly) changes) / sa / tds (tracks how User changes over time - during / before User started using sys) / "visual analyzer" / analyzer+ = c~osc = u.

. Database of worldly known knowledge available from specialists for understanding User now and estimating likely corresponding changes:

--Voice & Visual appearance (face, body) / Behavior of U: physical and behavioral doctors and audiologists are used to create db; they're consulted for how mankind (of designated existing behavioral / medical / genetic / family characteristics; ba) change over time. "track".

--Where world is headed. + Future products/inventions: see KN+. Futurologists also consulted for current and future characteristics (*ba, *analyzer) in int'l: economics, business, politics, laws, culture, family relationships, etc.

-How sw thinks: Different db = are compared ("analyzed") = w/ User (their uip-db). -> This in tern creates a set of parameters (how User is expected to be in future). -> Next: How world will react to the changing User / How User will react to changing world. [In other words: SW "analyzes" concurrently how different changing factors influence each other, and how they are effected in tern effects how they effect other elements. This is sw algorithm]

.-Example: John's a United Parcel Service delivery man in year #1. By year #10 he'll use his back less due to estimated future technological changes (people deliver fewer products / automization of delivery), hence less likely he'll suffer from back aches and live longer due to his more positive outlook on life. Due to John's other characteristics (his inventiveness as measured by "ba's" personality/creativity test) he'll in future have more energy to invent new ideas (rather than be tired from exhaustive work, draining his creative thinking ability). In tern John will desire to buy more new products for his home, and or then get a new job dealing with a more creative sphere (eg: advertising (John has right personality for this). John likely to get married and have 2.5 kids (2.1 of which will go to college in the same country), 1.2 of which will stay within 100 km of John's home when John is 65 years old... John has less stress (than 80% of others in year #20 because he's more adaptive to technological progress in society, this giving him a better income (bigger house, more products, less into family values...)...

-Idea generation sw used. Including, KN: 2E010 2E020 2E030 2E040 2E050, "analyzer".

Patents: 5410634 Self-optimizing method and machine.

See 7J07 Shopping assistance: suggests what user may want to buy. A shopping agent. Useful on places like EBay.com and Amazon.com

Keeping personal identity confidential: UIP's database can have restricted 'access (only for the user). Some portions of the UIP can be made public, eg: for a search engine or remotely related (marketing / info matching) system. User's accessing public/private networks/search engines can 'designate certain sections/files of their UIP database for (limited) public use (as applicable to the needed function).

Tailoring Pop Up 'Interfaces: the type and manner of pop up relates to uip. Software interface matches user's needs.

Following Developed While Focusing On Game Aspect Inventions:

Paste Then Tailor: Build up UIP-Database by pasting from other sources what one finds. Find digitized/digitizable material, then copy and paste into UIP-Database. User/System searches/'seeks elements that [don't] appeal to them/others/'designated applications. Seeking can be for UIP [narrow

parameters] types of: colors, objects, 'inventions, people, terrains, events [historically based] [and their video clips].

-'seek can find what's liked via any searchable method: browsers [google.com] how they are today and tomorrow; 'image and audio searches via 'audio recognizer and 'visual recognizer.

-Applications: UIP for one or multiple entities; creating a menu for data one/system can select from when in UIP-Input mode; %creating audio/visual stories from assembled pieces.

File: Adapt / Adapt Sub Parts

ADAPT'S FEATURES

Sub-Features For Adapt With Specific Benefits

UIP-BA / Behavior Analyzer: Studies the behavior of users. System reacts accordingly. Concludes with a behavior profile of target, then can 'react accordingly. UIP-BA or BA can also be synonymous with UIP [in other words, interchange BA for UIP often is OK].

-Behavior Analyzer 'reacts to situation:

--System adapts to user / their mood'. Different 'moods of user (help influence) result in different command codes in controlling system.

--'Tailors itself to user's 'behavior.

--System determines the behavior / 'mood of speaker, then 'reacts as 'designated. The behavior of the user= is determined via the 'sound analyzer. Different behaviors result in differing 'reactions.

-saves time for human or less efficient computer studying.

-can process much in given time

-occurs automatically

-U / customer can over-ride sw; and or reprogram UIP sw

-sw also operates on any (common) foundations, eg: Windows 95, windows, DOS, Unisys, MAC, others and their future versions.

+ UIP-DB: Database system compiles the needed database which includes characteristics of: user(s), environment, other connected systems, and system(s) hosting UIP.

--The development and or utilization of database on u's characteristics: identifies/develops differences between users (multi-user) intern allowing sys to better tailor itself (UIP-Tailor). UIP-Tailor uses the UIP-DB.

Examples: "Access' BA", "Track", "Artist": preferred ways u likes "images" "edited". Extensive examples in KN files.

--SW (Software) Diagram: "seeks" what elements needed= for compilation= then organizes data (via fuzzy logic) into usable form= for UIP-Tailor. ---Notes: Seeks: via "questionnaires", "ba", "track". Organization of DB's files: collected information on user can be inserted into one or multiple files according to which files can use the information. Then UIP-Tailor seeks which files they need to better tailor. Or more work can be required for UIP-Tailor to find the needed information. Example: "Access' BA's Score" --db compiles data to show how accessor is rated= intern if 'accessor's changing rating stays good= uip-tailor / "access controller" permit access.

--See 'Content Analyzer's Database Analyzer which overlaps UIP-DB.

- Embed UIP in a browser: where it can be gathered, and made [partly] available [to those with 'access].

UIP-Edit: System edits material according to user's needs or characteristics. Edited material includes: text, (portions of) images, (portions of) sound tracks, computer code, etc.

--Omits material to match user's DB (database); UIP-Tailor - alters text, (*"entertainment") of material (9G220). "Edit". *"Router" is a subset of "Edit". See 'Artist.

. Hypervideo (exists): users click on (moving) images/'icons, and get 'routed video clips / information ('tailored to their needs). Object Tracking software (exists) make (moving) images clickable. UIP Applications: tailors itself to user by providing 'designated images/info via proper w5.

UIP-Gets-Harder: The type of access into a system adjusts according to the user's situation. EG: access to info related to another project user is working on in the system might be required for more classified information. There could be three levels of system access clearance for a user: Level One: all data available; Level Two: access requires UIP-Access' approval. Level Three: No access allowed.

-User's characteristics (signals, UIP) "analyzed" to: determine whether to allow: "Access" (entry, level/type usage permitted u). Parts To See: +"Access', BA".

-'Games: proper actions achieves points, more 'lives.

--'Tracked method of playing 'game correctly is a needed password [for any type 'access into real world ('invention)]. Winning might not be via obvious manner of what looks like getting the most points [way to keep hackers from figuring out how to play/lose game to gain access]. 'Game tailored for player so no two 'game identical, and the 'tailoring is such that only legitimate player may know how to play/'react/answer uip-database's question, eg: pet your dog or cat, sitting near 99 other cats and dogs; then 'interact with pet to do 1, 2, 3 steps...

+ UIP-Guide / 'Guide: UIP knows how to best show user what they need.

-Guides user to gain more benefit from the available functions. 'Tailors itself to come close in replacing one on one tutoring and help: focusing on the needs for specific user(s), versus generalized forms of help. See 'Guide.

UIP Input: System 'analyzes user's behavior/tastes, then files it for future reference to 'tailor itself. User or any person inputs their traits, desires. Also see file once called "UIP Input *Ga"

UIP-Link: UIP LINK = Optional ways of dealing with situation when a function isn't working OK. Compensates by suggesting alternative functions and pathways. See UIP-Link File.

UIP-Match Making:

-Invention connects and 'scores the uip characteristics for two or more entities (users, companies.

-Exists?: web interface suggests what's the best product at close location to user. System then makes the (tel) connection. From French inventor with patent pending invention.

-Our invention matches the characteristics of the user's tastes with available products, services, styles, and other 'designated characteristics.

-Providers can also access (user's / other co's) uip db, to target clients / other designated parties.

-Computers (with their hardware and software characteristics) might seek proper matching with other electronic hardware and or software. Applications: 1. 'scoring compatibility between one or more softwares and or hardwares. Improves current compatibility checkers; such as by the 'score system gives to the compatibility of 'designated aspects (uip shows/guides) of the matches. 2. 'notifies when (non)compatibility (appears) may / does occur (for 'designated aspects or functions) (of the sw/hw).

-Drawing: u (uip database) = (internet) connection = computer / ISP = uip database of user/provider/what's needed (by user).

UIP-MQ = Machine Asks Questions to user:

Machine asks user questions to obtain information so system can better serve user. Answers used to develop "UIP-DB".

--Drawing: sensor/analyzer/software analyzer = tr = c = display/prompts user allowing them to respond (via uk) (if they wish). OTD: ^Sample Situations: personal information; information on game participants and environmental elements; prompts user for needed information; etc. One use can be for system to better function by adapting to user's needs and or tastes. This feature can also store more information about the user for the "pi" database.

Product's self analysis: ^system asks user questions about any mechanical failures.

--See "Brain"; "Access' BA". "Edit": determines type questions.

-Asks user if characteristic(s) discovered by UIP Info Input are correct [via (window) menu (with visual examples)]

UIP-Router: Via (software), user is directed to the designated programs or functions.

--"Routes" u to applicable programs based on UIP.

UIP Seeks Reaction: UIP knows "what buttons to push in another, to get the desired reaction." Inn other words: UIP hones in on an entity's or invention's characteristics 'predicted to elicit the 'designated 'reaction. See 2G330.

++ UIP-Tailor: See Tailor Sub-Part file. And how it's amply demonstrated throughout pateent application.

UIP-Track *: System recognizes and is less apt to lose person/user being tracked. UIP-Track differs the target from the environment by user's characteristics. EG: existing computer camera' follows person in room based on facial recognition.

--"Tracks" u by following signals = characteristics of person; Intelligent Monitor 2E251; "access"; "visual analyzer"; "sound analyzer". Tracks user for UIP-Database's compilation of info.

UIP-VA: VISUAL ANALYZER: Search for designated images, which is edited' as programmed. System learns/tailors' itself to know what images they should: track, edit', locate for user; eg: though user doesn't consciously know exactly what they are shopping for online, system learns the user prefers designated characteristics based on what user: bought or offered through the machine's question (UIP-MQ) process.

-"analyzer" / user = (automatically) assigns desired uip-based code of characteristics to designated image(s) = such codes are utilized by (CAD) to manipulate/process/edit the images tied to the codes = results in outputted

images/text/suggestions/technical data as u requested/wants (uip) = these outputted data (can) have codes of characteristics = so such output can be altered (like requested earlier).

CONCLUDES THIS ADAPT SUB-PARTS FILE

File: Adapt / Adapat Expand

EXPANDING ON USER INFORMATION PROGRAMMING

BROADENING UIP – OVER VIEW: EXPLORING MORE OPTIONS FOR ADAPTING INVENTIONS.

Imagine about any type of product, real or imaginary. Everyone has different needs. What are they, and how can a conceptual product be tailored?

INPUTS: Whose Info/Needs are used/tailored to benefit the user and or others. 'Databases (that system compiles) about user's characteristics:

-User:

(typical) individuals who get products to better do what they want, by allowing system(s) to receive info about their 'behaviors, needs, etc. Common aspect UIP.

-Friends:

Entities who associate with / know user: providing their views of user / desires from user

-Environment:

culture (culturally bound thought patters, like communicating, or matching preferable interfaces matched to particular mentalities); (natural) terrain; weather (road conditions);

.--automated systems giving info for (user's) system to adapt / utilize with situation, and or the environment tied to the situation.

-Institutional / Authorities:

school, government, law enforcement, safety officials

-Employers: work functions tailored for employee (employee's interest to discover new things about their work, improves comprehension, focus, productivity, Q&A (quality and assurance).

-Parents

-Health professionals / systems:

'sensors 'guide user for health improvement, eg: see our motion tutor 'guide, related to existing golf swing instructor relying on RFID (PS).

-User Themselves:

person, group or company giving / receiving ('ba related) data.

-Marketers/businesses

-System to System Interaction:

Characteristics of alien/other products / systems / software: UIP receives their (characteristic) input via digital (packet attached to alien product; or UIP 'analyzes alien product and related info to develop a UIP 'information base.

-Robotic / Virtual Reality:

Robots who learn how to interact with people/users/systems for the latter's' benefits and or robot's. Robot can take on all (UIP related) (behavior) characteristics of a (designated) human. How one robotic/vr system interacts with other (similar) model.

-'Analyzers: 'Content Analyzer; 'Sound Analyzer; 'Visual Analyzer; 'Scoring; 'Sensors

-'Seek & React: the seek aspect, allows the benefits aspects.

-'Tag

BENEFITS / Purposes of Tailoring: goals; matches user's needs:

-Buy / use more something: user better gets what they want (qualified matching); increases sales; reduces shopping / marketing time/energy/costs.

-'Guiding / 'Educating users: 'guides users where user and or others (employers/marketers/parents) want them to go/experience/interface

-'Editing:

-'React: Automated Responses; Responding to emergencies; 'Access.

-Nurtures better (personal/business) relationships

-'Entertainment: another way UIP can "hit the sweet spot" of the user.

-'Games

-'GPS

-'Interact

-'Predict

-'OSC: 'synthesizer

-TGH and EGH

File: Adapt / Adapt Article

Adaptive Technology Article: Mixes info from others with inventor's.

Adaptive Technology (is also used for handicapped enabled hardware/software) and Intuitive Computing.

Adapt (UIP) Examples: 1. Black & White - Computer 'game. Uses an AI (Artificial Intelligence) to make the game more interesting. The AI can be trained to perform actions based/'tailored on user's goals/tastes. 2. Expanding upon Microsoft Office - The microsoft office assistant 'analyzes how the user is 'interacting with the office software. If the user is randomly pressing keys and buttons it will offer assistance. If the user starts writing a letter it will offer help formatting the letter. 3. Technology is not where it needs to be to provide a truely adaptive experience. Most designers focus on making the software intuitive for the end user and offer tools to manually 'tailor the application to the users taste.

INTUITIVE COMPUTING (UIP)

Intuitive computing is much of what User Information Programming does. With intuitive computing users collaborate their activities with an intelligent digital assistant that models the user [via 'behavior

analyzer]. It suggests or carries out actions it 'predicts will satisfy that intent. Intuitive computing systems can be 'tagged and 'tracked to individual users, travel with them, and analyze' their needs. They can actively monitor the physical environment; learn from past experience; seek out and utilize distributed information and computational resources; use innovative algorithms to compute the most promising courses of action in the face of complex, incomplete, or contradictory inputs; and employ powerful yet natural spoken language and graphical interfaces.

The term "intuitive" ['predict] applies both to user intuition regarding system behavior and to two forms of system "intuition": inference/prediction of user intent, and selection of promising actions to satisfy that intent. They're mutually supportive, in the sense that the modeling and support of user intent makes systems dramatically easier to use, allowing them to interact with human beings in a way that more satisfyingly resembles the ways in which human beings act alone, and or with others and the environment.

Though it may employ resources spread across the Internet, an intuitive computing system can have an interactive locus that can also travel with the user or mobile invention, much like today's PDAs. It can, however, have multiple physical components, some embedded in personal wear or even the body. Using multi-sensory (sensor's) input, including sound (SA) and vision (VA), the system can monitor the physical environment and the user's focus of attention. It can then combine this environmental information with past experience, commonsense knowledge, and task-specific knowledge to drive a sophisticated model of user intent and feasibility, allowing it to resolve ambiguous requests, to propose appropriate actions, and to anticipate future needs.

It manages an unlimited variety of tasks. It can augment human memory, answer questions, and gather and organize information for upcoming activities. It can notify' users, educate' and guide' them. Both proactively and on demand, it can negotiate with systems associated with other human beings, with organizations, and with objects in the surrounding environment. As a servant, it's available when needed; and can be ignored by the user. While intuitive computing tasks can be short-term and highly constrained, others can be much more open-ended, and capable of consuming arbitrary amounts of computational and other resources. The algorithms to perform these tasks can also employ: both heuristic and traditionally rigorous techniques, with the choice among them driven by intrinsic problem complexity, resource availability, and the nature (completeness, consistency, accuracy) of the input data. Challenging functions include: choosing the most promising actions in the absence of complete knowledge of external state and consequences, balancing resource requirements against quality of results, allocating available resources among competing goals and obligations, managing and mining large amounts of current and past sensory information (from databases' (compiled by UIP)), and selecting the order of access' to outside information sources.

In an internetworked world (where the parts are highly interconnected in unlimitedly potential ways), an intuitive computing system can communicate extensively with other invention parts, and information sources around the Internet. For cost efficiency, e.g. battery preservation, and saving computing power (in an invention part), it can offload expensive computations when feasible. It can offload to nearby servers whenever possible. When resources are plentiful, the system can speculatively gather and organize information in anticipation of

future needs. When resources are scarce, it can use its knowledge of user focus and its model of user intent, to allocate what resources it has to the tasks its computations determine can best (most likely) meet user needs.

Diagram: Data collection (database, tracking)/ UIP (intuitive computing) = service provided = user.

INVENTION'S CHALLENGES

Artificial Intelligence, Natural Language, and Knowledge Representation:

planning for the future based on uncertain or incomplete knowledge; natural language understanding for multiple speakers (users') in noisy environments; modeling of intent in general contexts; knowledge acquisition and representation (collecting information for UIP's database'); learning and inference; intelligent agency: deciding what to do and how to do it (W5), balancing conflicting goals and obligations against each other, and against available resources; integration of symbolic and spatial knowledge bases (databases').

-Computer Vision (VA'), Robotics, and Virtual Reality (VR'):

object recognition in general environments; recognition of spatial location/context and user/human activity; connection of visual perception to primitives useful in natural language and planning; tracking' and exploitation of user attention and focus; real-time integration of augmented reality with vision and eye tracking

Computer Systems:

generation of secure mobile components with embedded resource (computation, communication, data, energy) and quality of service (response time, throughput, accuracy) requirements; application partitioning and relocation mechanisms; optimization techniques to distribute these components to maximize performance and minimize cost; compile (time) prediction' and run-time monitoring of data access' patterns for locality optimization and usage prediction'; attention- and intention-driven scheduling and dynamic component offloading; naming (tracking'), discovery, and routing' for wide-area agents and resources, using peer-to-peer and mobile ad hoc techniques; high-performance, low-energy processing and communications for mobile platforms

Theory of Computation:

algorithmic task decomposition and flexible serialization/ parallelization; anticipatory computing via exact and approximation algorithms, and stochastic modeling of human/machine behavior and environments; approximation algorithms (including progressive approximations); complexity studies to clarify the demarcation line between exactly solvable subtasks and those to be approached approximately or heuristically; computing with uncertainty (regarding input, environments, and payoffs); cryptographic security (access'); data mining (of database')/warehousing/classification/clustering;

query-order theory to improve information access' patterns.

Following is a list of the patents ordered by how relevant they seemed to be to UIP. So far I haven't found anything enough like it. I put 1s by the patents that seemed to be fairly similar, 2s by the ones that had some theme in common and 8s or 9s by the ones that seemed like they MIGHT have a little to do with certain aspects of it, but possible little to no relevancy. Here's what I did: I started out by searching by keywords and trying to read each patent that seemed similar to try to tell how close it was to yours, then following the links on those patents to "references cited" (other patents) but that seemed to take too long, and skipped around too

much. I ended up searching by keywords then browsing to weed out the ones that didn't fit (like human protease inhibitor stuff) and ordering the ones that seemed to relate. I was going to go through and read over the ones that seemed to match better and give a percentage of how much they matched, and follow the reference links inside the patent to determine if any of those were relevant as well.

The following patent numbers are just from a preliminary search of "database" AND "tailor". It came up with over 2,300 hits, and I've finished weeding out and ordering the most relevant patents. I was going to read them over and give a better idea of just how much they relate or if some of them didn't fit as well as I thought at first glance etc. Other search combinations came up with over 30,000 hits. So this seemed like the best one to start with.

CONCLUDES THIS UIP ARTICLE FILE

File: Adapt / Adapt Sequences

ADAPTING THE SEQUENCES OF SOMETHING LIKE:
ADAPTATIVE CODE SEQUENCES IN SOFTWARE, DNA, ETC.

CLAIM:
OUR SYSTEM ALSO ADAPTS TO NUCLEOTIDES, AMINO ACID SEQUENCES & OTHER BIOLOGICAL MOLECULAR STRUCTURES:
Adapting to the need for tackling germs on a case by case basis. Adapter 'guides user by giving them a chemical formulae designed to neutralize dangers from specific germs and their sequences. For example the bacteria (P.gingivalis). Chemical indicators notify if and when items placed into the solution have been cleaned enough. The same features used to adapt the situation with this sequence apply to electronic software codes as well.
. More details on chemical sequences throughout the application including, our chemical indicators, 'content analyzers, etc.

ADAPTING TO NUCLEOTIDES, AMINO ACID SEQUENCES & OTHER BIOLOGICAL MOLECULAR STRUCTURES:
. 'Content Analyzer: it 'seeks and 'reacts to 'designated situations including: chemical combinations, and/or behavioral traits (see 'behavior analyzer).
-Can 'Seek: changes in situation and/or 'designated circumstances (compositions [at certain temperatures and/or quantities (percent of solution)].
. 'Notifies user/('reaction) system 'W5 triggering event occurs.

. Set combination of chemicals/solutions is required to 'access / trigger an event. A form of password is achieved when the correct nucleotides and/or amino acids are found in 'designated [percentage of solution] / other criteria.

. Engineer nucleotides and/or amino acids so they 'adapt to needed circumstances! Components of a nucleotides and/or amino acids, and or an entire nucleotides and/or amino acids chain can be [automatically] altered/'edited to 'adapt.

-(Video) 'Game:''Adapting nucleotides and/or amino acids can be a strategy game.

CHEMICAL ELEMENT CAN BE A ALTERNATIVE FEATURES:

Each (known) nucleotides and/or amino acid sequences has the option/alternative of being one of this pat application's features (inventions) (based on characteristics from being synergized with something else such as other (parts of) nucleotides and/or amino acid sequences.

-As with any part of this pat application, the stronger the knowledge with other sections of this pate application, the easier it will be to understand/use its features.

-'Software is used to 'analyze / 'coordinate nucleotides and/or amino acid sequences [based on what the 'content analyzer's 'guidance/'reaction].

-Shrink or expand nucleotides and/or amino acid sequences and their inventive features in this pat application.

. Benefits from altering ['editing] nucleotides and/or amino acid sequences include:

-Bioengineered medicines and/or foods. Non organic/natural life/chemical forms can be 'tracked so they are properly used. EG: place 'tags in/near the nucleotides and/or amino acid sequences.

. 'Interactive molecules can function like features [synergizing] each other. Common features [also for non] nucleotides and/or amino acid sequences like 'access also have [purely] chemical / nucleotides and/or amino acid sequences (whose characteristics are 'sought and 'reacted to) features, e.g.:

-A correct sequence is needed to trigger/gain 'access/'notify = in order to achieve the 'designated (chemical) 'reaction.

-(Auto) safety air bags (any anti infringer method in application) can be instituted [quickly]: Figurative drawing:

--(Infringing) event occurs = person / system identifies [via sentence structure 'analysis] event = 'analyzer ['editor] 'adapts to event by = (activating) its links that are 'associated (with possible infringement 'predicted) = (user) files patent application (with system's help) = patent granted = ['predicted] infringer is stopped (this protects the operator of this system (functioning like an air bag)).

FIGURATIVE DRAWING (diagram) of nucleotides and/or amino acid sequence example:

. Drawing #1:

1 User's Need Determined -> 2 'Keyboard Input -> 3 'Computer's 'Analyzer -> 4 Changes the constitution (sequence) (to adapt) -> 5 Container holding nucleotides and/or amino acid sequences.

--Notes on above diagram:

---1: what a user or system needs 'adapted; their needs can be 'scored / 'tracked for changes to the (sequences) in nucleotides and/or amino acid sequences.

---2: 'remote control / 'reaction controls what #3 does.

---3: adapts situation / nucleotides and/or amino acid sequences

---4: altered nucleotides and/or amino acid sequences (based on how sequences are/were 'edited) (by 'adaptation).

---5: can be moved (carefully) via ('WA) in the research laboratory. Any accidents / spills are monitored/'tracked by 'sensors, with 'notifications made when needed.

. Drawing #2:

'Designated need (determined by 'keyboard input / 'sensor's 'analyzer) → 'computer = mechanical (arms) device moves/combines/alters the nucleotides and/or amino acids (along with chemicals that can change their 'feature / characteristics / 'character / (%video game) 'agent features).

BRIDGING NUCLEOTIDES, AMINO ACID SEQUENCES & OTHER BIOLOGICAL MOLECULAR STRUCTURES:

. Adapt available resources like software codes or chemicals to achieve adapted results.

. Splicing and or connecting chemicals and/or (our) software code has many similarities (and we 'predict more so in future).

. Achieving 'adapted sequences / software codes = can be done by having an 'analyzer output a formulae / 'guidance for how this sequence can be created 'W5.

SEQUENCE CODE WRITTEN BY OUR (CHEMICAL/ELECTRONIC) 'BEHAVIOR ANALYZER, 'ACCESS, 'CONTENT ANALYZER & OTHER FEATURES:

'Adapt 'designates a need = then 'guides the technician / automated 'editing software programming device = to write up a sequence / software 'program 'adapt 'predicts will achieve the need to 'Access through the body's brain membrane needed medicines. Steps:

1. 'Analyzer instructs molecule #1 = to mix with molecule #2 and #3 = creating chemical #1 & #2 = which has the characteristics of getting through the brain membrane. #1 is a chemical 'behavior analyzer that can find #2 and #3. The latter can't gain 'access to the brain without the other (#2 and #3). But #2 & #3 can't find each other as they lack the 'behavior analyzer themselves, but their 'sensors are good enough to determine a #1 when they are close enough.

2. As only chemicals #2 and #3 are needed in the brain, and #1 must be removed for #2 & #3 to function as desired; chemical #4 is later released at the right time and situation ['w5] by the 'analyzer = to dislodge #1 already behind the brain barrier. The medical problem (need to change the brain characteristics causing brain problems, eg; epilepsy or cancer) was solved via this adaptation. As each person/situation is different, the prescription/'guidance adapted to all the circumstances, eg: other drugs person is taking, their age, weight, and/or what might (not) cause ill feelings (nausea).

OUR SEQUENCES & TABLES:

. Our feature lists function as our creative tables.

. Features show sequences (chain of events / diagrams) that can represent chemical features.

. Our system is easier (for lay people) to understand compared to the traditional format in which sequences are currently required by patent offices.

EXISTING US PATENTS:

6,974,706 Application of biosensors for diagnosis ['analysis] and treatment ['adpatation] of disease. The subject invention also provides a method for screening ['access] those analytes/biomarkers ['tags] likely to be present in exhaled breath.

20020007249 Personal computer breath 'analyzer for health-related behavior modification ['behavior analyzer] and method (Doesn't mention amino acids, but relates to above patent – 6,974,706)

7,129,554 Nanosensors:

Electrical devices comprised of nanoscopic wires are described, along with methods of their manufacture and use. The nanoscopic wires can be nanotubes, preferably single-walled carbon nanotubes. They can be arranged in crossbar arrays using chemically patterned surfaces for direction, via chemical vapor deposition.

-Our features: 'sensors, arrangements mentioned can be in an 'adapted fashion.

7,062,092 System, method, and computer 'software product for gain adjustment ('adaptation) in ([biological] microarray) scanner ('analyzer).

PHENOLPHTHALEIN – A Ph Chemical 'Notifier (Indicator):

. Turns pink ph becomes above 10.

. When doing a titration phenolphthalein could be used. Measure the concentration of a solution (its acidity) to 'predict how fast it will eat through an (un)known or little known substance. Phenolphthalein can be used as a device to 'score that acidity, with this info one can determine an additional way of knowing what the substance it is eating away at ('content analyzer). Characteristics of a substance include how fast an acid of certain formulae will eat away at something (a prescribed number of millimeters).

Killing microorganisms – Harmful to humans/animals, eg: Bacteria (P.gingivalis).

'Adapted system 'seeks and/or 'guides (user) with its generated formulae to achieve the desired acidity or base 'associated with a chemical that kills ('seeks & 'reacts) (specific) bugs:

. Bacteria (P.gingivalis) its sequence: tcc aat gaa ttt gct cct att ttc gaa tga aat ttt tcc aat ttt cct tga.

2: Inserted into chemical formulae designed to kill it e.g. citric acid at a concentration of 0.1 normal. This results in formulae going clear (hence it is safe(r).

--When ('w5) Hydrogen Peroxide / *Sodium hydroxide solution which is base enough (to show pink from 'indicator), user knows that it is a good solution to place the bacteria element into, e.g. dentures.

. 'Visual analyzer determines from an indicator that a chemical solution's 'status has 'scored high enough to be 'adapted to the need for killing the 'designated ('tagged) bug.

Entire patent application ([can] with its explanations) be one or more sequences and/or software codes. There are well over one million possible combinations we wish to submit to the patent office however, current patent office regulations would require us to spend well over US$12,000,000.00 just in per page filing fees. Traditional sequence filers are exempt from paying $12 per page after the first 430 pages (first 30 pages free, plus 400 extra per page fees). Hence readers need to read our condensed version herein. It could be more condensed but we put in the extra years and page fees to assist with comprehension. The information needed is linked to from this patent application.

Adapt's Sequencing system can use: 'Content analyzers, plus 'Order & Timing. They apply to how elements from atoms up to complex molecules and (software for) electronic features are organized. Even the proper placement and order of the features can involve sequencing.

CONCLUDES THIS ADAPTATIVE SEQUENCING SECTION

File: Adapt / Adapt *

ADAPT *

(Maybe Less Important Specifications. For Techies.)

2D-021 SYSTEM REACTS TO EXTERNAL PRODUCTS according where (w5) they are:

Eg: Incoming-Call Identifier - Screener / External Element Identifier.

Calls from desired tel numbers have a different ring. Hereby caller knows whether to pick up the call or not.

-(Designating different type connections / (incoming) calls related to another of our ideas?): sys responds differently depending on which other N/sys/existing product wants to "interact" with it.

--sys knows identity of other part/sys via its: "access" / code / tel # / uip (behavioral characteristics of N, or U: how it moves / functions / responds (to stimuli from central "C" or "M") / visual analyzer / sound analyzer.

-If user walks over to device, the caller's tel number and or name... appears on screen ("S").

-D: Central Product / Sys = C = sensor / analyzer / uip analyzer / caller ID sys part = tr/rc = External Product / Sys.

-OTD: ACCESS *(); BVA (); CID (); CAMERA (LENS) (); CART (type uip or senses or data sought); CLAP (); INFORMATION RETRIEVAL (); K (); M (); MIC (); MOUSE (); MP (); MULTI-USER (); NOTIFIER (when desired contact has been made with part or organism); PR (); PS (location of external product is a determining factor in deciding if any/type connection/contact is to be made); R (); ROUTER (routes external product by their type nature); S (shows status); *SCORE (); SOUND ANALYZER (); TDS *(); TRANSFERRING INTER-SYSTEM TELEPHONY (); UIP *(); UK (); VISUAL ANALYZER %(); VOICE MAIL ().

-A sensor that connects to u (human body, eg: finger wrap; animal*) to read electromagnetic signals generated by the skin. Proprietary software interprets those signals and translates them into actions. Being researched by company: Other 90% Technologies Inc., Sausalito - See Wall St. Journal 1995 (maybe 6.95) article titled: Mind Games: Soon You'll Be zapping Bad Guys Without Lifting a Finger. Finger wrap version will sell for $100-$200.

-4E020 Content Date Stamper: Registers and organizes previous occurrences.

-See "Brain".

% US Pat # pertaining to helping u develop new N, eg: for "D" directory KN: 5153830 Method and apparatus for providing assistance with respect to the development, selection and evaluation of ideas and concepts.

-US Pat No's: search str in Bib 9.94: (adapt or adapts) and user*: 5324021%; 5208898 Adaptive knowledge inference method and system; 5313532% Recognition of patterns in images; 5212821% Machine-based learning system; 5092354% Cosmetic kit: make-up; 4700295 Forecasts bank traffic and scheduling work; 5321626 battery performance / forecasting system; inventory control: 5237496 & 5287267 & 5128861; 5136502 "analyzing" health care liabilities; agricultural forecast 4837146; compatibility forecasting 4711632; 4197854 patient danger forecasting; game playing involving forecasting 3473802.

--search str: 1] (adjust or adjusts) and user* - barely skimmed; 2] forecast (did only Bib 6.94 disk).

. 'Tailor and 'Guide: 'Tailor = SW: For: (automatically) suggesting how sys can better tailor itself to u's needs / helps get product ideas / helping U brainstorm.

Introduction to formulae generation systems: Software used in developing / analyzing / evaluating formulae for food, chemistry, indicators, etc.

-uip of desired function is matched= w uip of differing elements / ingredients / chemicals / food elements = resulting in formulae of ingredients that may (best) achieve desired goal.

--the characteristics of goal are tied= via uip = to characteristics of available / known ingredients or * (KN) sys.

+ Important parts: UIP-Tailor, 7G050, PR, Track-Analyze (analyzes for what is best to track = db), Brainstorming SW, 2E010 20 30 40 50 Recipe Softwares.

. General Examples:

1] develop an nr for desired application = alerting presence of salts / acids / hazardous elements = in/for: liquids / powders / surface contact. 2] Other applications for 7G050. 3] SW sys may simply help u by offering suggested possibilities: formulae / equipment / sources of information (reference material, on-line sources) / type experiments. 4] UIP-Tailor = UIP-DB: adjusts to u's needs: Gives ideas to u = from which u can choose = then sys reacts accordingly by offering such tailored functions.

-Example: u using information highway software often requires more than two minutes before u requires M (mainframe computer) to act = resulting in sw asking u if they still want to stay connected = frustrating u by requiring them to respond to such petty questions. It may also be problematic for u to locate where in the software they should go to stop such prompts, but if sys were to offer such a suggestion as, would you like the

default mode to give you 10 minutes before such prompt (after sys has determined ("status") 80 percent of the past 50 interactions between u and m were at least 10 minutes wo activity).

--Result: sys tailors itself to u, by first giving u a choice in matter - maybe u wouldn't want the change to occur wo their acknowledgement. Manufacturer determines to what degree uip-tailor will suggest or bypass former and simply alter itself to u's need.

5] Constitution needed in plastic resins / metals / product casing ("cm", "cp") or parts, for = tolerating designated levels of: stretching, bending, pulling = within designated environments of varying (extreme): temperatures, light, abuse, excessive wear, time period of element's use (age of N). 7G050 related.

6] Patent search strategy for idea suggestion generation sys: software* and (formulae* or recipe* or ingredient*)

7] Pharmaceutical: developing ingredients for drugs; ideas for research.

-KN: medical prognosis sys that studies all the characteristics of illness in determining type of illness = 2E suggests possible medications.

-Suggesting possible combinations for drug to solve designated illness / problem: file for each aspect in situation (uip-db) matched w = files of existing / potential future drugs or chemicals.

8] Brainstorming: Software simultaneously designed to help researchers increase their (sociologically, psychologically related) creativity: KN

9] Nutritional recipe generators based on needs.

Indicator Examples: 7G050

1] Indicator type 'Guide [also called 'suggester']: Researcher anticipates they will be coming into contact w 7G050 related: diverse (hazardous) chemicals / harsh environments -> Those chemicals / environments are keyed into computer -> C "analyzes" for type indicators that may nr more than one of these (unrelated) chemicals / environments [sw tries to find indicators that can be compatible in seeking diverse chemicals / environments] -> suggestions are made to u -> u may next need to do additional research via: this same sw / other references sources / do experiments testing out the sw's hypotheses / stated facts.

2] Body protection device suggester: Researcher keys in that they will be working with three differing chemicals (of differing acidity) -> sw suggests which 7G050 type gloves to use for all / each situation / occurrence / type activity (eg: working with sharp objects in such liquids requires thicker gloves) -> Designated gloves can be identified by glove's manufacturer / model number / generic type. Sys may also suggest other protective gear used in hazardous situations, eg: aprons, body suits, masks, goggles, gas masks, shoes, (replaceable) filters for HVAC [Heating, Ventilation, Air Conditioning sys].

-sw used on case by case, day by day basis, or planning future long term projects, or + designing new research laboratories, eg: type surfaces (paints, flooring, counter top materials, air filters....).

3] UIP: Characteristics of u are "analyzed" -> sys makes suggestion: U will be having likely designated occurrences (outlined in 7G050) = sw suggests: types of protection (protective gear); methods of (cautious) research (protocols) already determined to be safe via reference manuals on the subject or sw (db).

-"PR": sw (re)programs itself = as controlled by UIP; programmer can help guide / control sw.

. For Techies: U = This N Sys (sw suggesting formulae) ~ C =

ACCESS (); ANALYZER (); BILL (); CART (); EDIT (); EDUC (); MULTI-USER (); PR (); Q (); ROUTER (); +SCORE (given to each aspect = attached to each element of: goal & potential ingredients); SENSOR (7G050); STATUS (); TDS (scores time delay in getting NR effect); TRACK (history of previous (chemical/food) experiments conducted by: u, organizational body, db, m); U (researcher, student = "educ"); UIP ().

. D Overview - How parts might fit:

. For Techies: U / Other (KN) Sys = This N Sys (software used in developing / analyzing / evaluating formulae for food, chemistry, etc.) ~ C =

. For Techies: PS - R – Tilt; Zones – Monitoring; Zones – Utilization; Access: u needs to usually continue to develop formulae that match those u developed w sys before. Villains wo most proper knowledge can be noticed (nr). Access allows for normal percentages of cases w negative results (caused by human error). 4E020 Registrar. 4E030 Image. Input Access Sys.

+ Indicators: 7G: hazards, novelties, el monitoring of events: formulae for developing needed indicators developed.

. Technical: How files in db = match / compare up w / relate / score w = data provided to begin search by: u / another sys.

. Salt Avoidance Recipe Generator Steps: Suggestions on replacing salt in bean soup:

1] User may normally prefer the saltiness taste to equate at 0.5% of soup volume to be real salt.

2] This preferred percentage is determined via: what u k / nr placed in soup.

3] U k 2 liters of soup will be made, and lists volumes of ingredients making up 2 liters *(both before combining, then after coming (and evaporation) - though latter can somewhat be calculated by sys). Example: 1 liter water, .4 liter kidney beans, .3 liter potato.

4] U lets system to recommend other ingredients (if no real salt were actually to be used).

5] System's db "analyzes"/shows (s/printer) other non salt ingredients shown to statistically satisfy a large percentage of population (in u's zone) who are on salt restrictive diets. "Score" for each of those ingredients on salt replacement value. 6] Those ingredients that came up in previous step are next "scored" for their compatibility w/ existing ingredients u already (fairly) decided to keep in soup. Each food ingredient in db has many sub-files, each sub-file being the type application / situation / type food such ingredient may be used in = and the corresponding "score". Example: carrots get high score for soups in general, yet a higher score in sub-sub-file: western vegetable or meat soups, but lower score in sub-sub-file in Japanese miso bean type soup.

7] The differing "scores" are= "coordinated" / "analyzed" -> suggested ingredients are grouped into differing sets / files of ingredients. Compatibility of ingredients with each other in designated sets (including ingredients required by u) based on db of past statistical taste studies for how such combinations (may) satisfied people.

8] S / Printer shows = Suggested recipes = to U. The order in which they are shown might be those w higher "scores" for the set, or by other means, eg: cost, "score" for how all the ingredients are commonly available in u's zone's supermarkets, uip - db for what u liked in the past, etc.

. Indicator Development Idea Generator Steps: SW will suggest what u can use / do / replace / alter in their (research) plan / strategy / process.

1] All type materials in situation are entered into= computer, eg: type hazardous materials (acid, pH level, 7G050 chemicals listed). Eg: type + gloves, type + containers holding chemicals, + acids and where they are, where acids might spill, environmental effects (temperature, time span (in which acids will be in contact), other circumstances.

2] The files for characteristics for each of these elements is either known by sys (uip-db). If the db exists it was compiled by: "analysis" of research material, surveys of chemists %, developed by u (or their company) for future applications (by other researchers of the company).

-Each element has different files, according to the circumstance of its usage. "Analyzer" determines which sub-files are applicable via, eg: label of file, % key word search, "status"*, uip.

3] Files are matched. Examples: only 2% of glove/container types are suitable for working with acids = next sw determines three best gloves/containers for said acid, listing best first.

4] If u is unable/unwilling to make changes in glove / container, sys can suggest differing acids, or time period during which work should be completed.

5] If all suggestions by u are good, sys can "score" what u planned to do / still give other better / good but worse options / precautions (whether using products or not, and if so, how they should be used) = S/Printer.

6] While research is taking place = "sensor" = "analyzer" = NR: when sys determines there is or could be (based on score) a situation needing special attention (danger, loss of money, inability for u to get desired results).

Large Diagram Begins Here: The following `Diagram Insert #1' is for the large diagram below it, titled:`D-#1'. The OTD D below `D #1' is a subset of the latter. All parts converge in the central computer in `D #1'.

. `Diagram Insert #1': For +D-#1

Type suggestions made by sys to achieve needs stated by u (so suggested future N or sys functions as needed in future situation / environment and able to handle designated occurrences as envisioned by sys / u.

Suggestions are made by sys: for one or more of following: NR type - 7G050. Protective gear type suggested: against (chemical 7G050) hazards. PVC Resin / metal constitution. Formulas: pharmaceutical, food recipes, pvc resins. Other Formulas.

-Likely scenarios: how to prepare for: fire and other natural disaster drills / preparedness. Accidents: (chemical) accidents; vehicle; building (collapse). Desired effects: any (el) %KN, any (el) %N, as prescribed by UIP-Tailor.

* OTHER: 1J010 Body Movement Notifier: how sys can adapt to different: sized people / applications. 2E010 20 30 40 50 Recipe Softwares: 3E020 GPS Record Keeper: what records might want to be kept, which zones

are important, drawing boundaries between zones (based on uip of situation). 3E060 Interactive Morning Alarm: what q sys should ask = matched w uip of u / what u has to do later that day [sys puts u into mood for predicted occurrences/work]. 3E061 Body Motion Instructor. 3E150 "PS-Zone": which zones are important, drawing boundaries between zones (based on uip of situation). 3E151 GPS Circumstance Correlator and Controller: which zones are important, drawing boundaries between zones (based on uip of situation). 3E180 GPS Locator: suggests where to begin looking or what needs to be found and how. 3E190 GPS Billing Systems: which zones are important, drawing boundaries between zones (based on uip of situation). 3E040 & 41 Tel Noise Canceler: what environmental sounds might be semi-canceled (at the risk of impairing listener on other end from part of speaker's natural voice). 3E210 Indoor GPS Extender: where / how extender could be used / placed. 4E010 Alternator: which activities offer greater battery power build up. 4E030 Image Input Access Sys: what images sys may use to trigger designated functions (access). 5E020 Magic Wand. 3G010 Tel Ring Delayer. 4G190 Insulated Scoring Ball: how to play / develop new "games". 4G200 Fruit Encapsulator: how to adjust itself to cut in ideal manner. Other methods for peeling, cutting, processing, cooking, canning the foods. 5G061 Dyslexia SW: how u may wean himself off the software; how sw may help u -eg: tests u first -> "scores" -> analyzes -> suggests -> s/printer. 5G070 Speed Reading SW: how u may wean himself off the software; how sw may help u -eg: tests u first -> "scores" -> analyzes -> suggests -> s/printer.

D #1: U = (+ See: `Diagram Insert #1') ~ C =

ACCESS: Access restriction strategies suggested: db of past hacker / villain activity = matched w = db of known / existing / available remedies or traps = suggested "access" control strategies = [security manager's suggestions = k = access - analyzer - sys]: sys analyzes any input from security mgr during the multiple steps via which sw w= mgr together brainstorm for strategies. ANALYZER (); BILL (); CART (); EDIT (); EDUC (); MULTI-USER (); NR (); PR (); PS-Zone (); Q (); ROUTER (); SCORE (); SENSOR (); SOUND ANALYZER (); STATUS (); TDS (); T (); TILT (); TRACK (); UIP (); VISUAL ANALYZER (); VR* (); WA ().

OTHER: UIP-Tailor & UIP-Suggest: see suggestion sw (being) developed from 2E files.

+ Five senses are altered to match user's tastes:

. Senses: images (see "edit"); sounds (see sa); "vibration"; odor releasers (see smell "analyzer" details mixed throughout files; *taste (see A dir KN). "Synthesized" music / sounds altered. Related to A or B* dir KN where games are sold via vending machines and tailored to buyers.

+ "Game" application: UIP Game Effect "Editor": U is requested to experience different effects like sounds and type images. The U's response is "scored" and intern the game's effects are tailored to get a more desirable response from the players. Each game's aspects has multiple "editable" choices, and sys utilizes those best matching player's preferences.

-images: see "edit" = images; colors; textures of skin or objects; size

-sounds: sys "synthesizes" sounds (in its memory); sa scores sounds.
-"scoring": to match u's tastes: human body "sensors" are placed on player (skin) to gauge reaction levels; u personally k in their (multiple choice) preference of effects.
-What's scored: user's "mood" reactions "scored" / "analyzed": pleasure; excitement; passion; fear; relaxation (between episodes, type of break for player, so they don't over exert and tire= in tern playing game longer).
-How sys utilizes player's preferences: User asked which of 12 effects elicits greatest: passion. Then when passionate encounters occur in game, that "edited"/"synth" version is utilized.
-User generated effects: players can program / create / record (mic) sound effects into the game itself.

3E061 Motion Tutor: 'Guides users to improve their movements according to the user's needs.
Diagram #1: ["Tracker" / "analyzes" = U's behavior / db (description of U)] = C (sw = develops sw / programs which are tailored to (u)) = (desired/desirable) function(s).
-Developing UIP: UIP (of U / other element being matched) compiled from any source including: questionnaires (answered by U / service providers); monitoring organizations (Dunn & Bradstreet, TRW); any KN monitoring / "tracking" / "scoring" system(s); UIP.
-
D (Diagram): data input = analyzer = memory (M, cart, recognizes multi-user) = analyzer = data output = function
.-5A-810-042003 Advisor: compiles and analyzes user's information.
-OTD: fd-hdd; both pp and mp program how they want the system to collect, retrieve and analyze the data in database; uk; tds (when and how elements occurred); educ%; M%; score (score information can be processed for the UIP database; and UIP can help generate desired scores); cart (for additional data for the database; and or software for processing the database); uq (pi database is used to help generate answers about, eg: about user's past preferences and or activities); mp (the database and or software can help prompt questions, eg: to expand the database, guide the user in the right question if the system first gets the right information); access (limits access to sensitive information within all or part of the database to people with the right password).
-Article in "Scientific American", p.64, April 1995. Article title: "Machines that learn from hints". Its about: Machine learning improves significantly by taking advantage of information available from intelligent hints; discusses the algorithm process in general terms; gives differing examples, eg: computers judging how much credit to give to credit card applications based on other similar people's past histories.
-UIP formerly titled "PI".
-U or Computer (Administrator) can select which UIP mode will be used / desired.
-Brainmaker 2 - (Professional version), p.76. [Existing N functions: Gives PC human abilities such as finding patters in your data and learning from the past.]: UIP-track.
. For Techies: Part #1: Electronic device obtains information about the user by one or more of the following: remembering user's previous performance, eg: their abilities and or difficulties on this, or related devices (which transmit uip data to other units via wire, or %wireless); asking questions from user, or "M"; user takes one or

more test(s), the type and quantity are determined by the desired application of product; another person or device (M) gives information about user; etc. Device recognizes more than one user by multi-user, eg: their codes used to gain access into device. Personal information is stored in memory and used by device to more intelligently tailor itself to user's particular needs. The manner in which invention tailors itself to user's needs can alter according to: small or big changes in uip database, pp.

. For Techies: Part #2: D (UIP) =

"Billing"; User can take their cart (their personalized uip for all identical or related products) from machine to machine, eg: % existing card used to both activate and select desired preferences in car stereo systems; different cart effects user's uip differently with the correlated changes in functions; type "character" changes according to uip (if a display ("S") is used); date; uip data can be viewed on display ("S") and or printed out; uip is used to increase the user satisfaction quotient, eg: entertain, (^possibly by: way in which function operates, sounds, lights, words are used to better create the type of electronic effect uip indicates is more likely to increase user's positive reaction to using product [test studies are conducted to see the reactions of people in test case studies of 50 - 1000 people]); "C"; % uip can support interactive (by giving the additional data needed to better tailor invention to user; % data obtained for uip's memory from microphone ("mic") (voice recognizer); mouse; mp; multi-user; uip's database guides system's functions (determines the type, manner, timing, whether or not to notify, mq, osc, synth; pp; uip database influences printer's print out parameters, score, speech, vc, manner in which it functions as a semi-toy, it prompts - accepts - processes uq; tds; uk. Data is also obtained via^: "uk", "cart", "tel", "mo", scanner; UIP can be programmed/understood with the help of: psychologists, sociologists, marketing experts; U's city (tel area code/zip code) / caller id / location based on pd effect how system interfaces w U.

. For Techies: D: data input/output=tr/rc=c. C85 Electronic translator speaks out desired words/phrases. Fuji/Xerox 29 Aug 92 NK. D: C85="tel". %-o-C112 Computer predicts human error. Input UIP (working conditions of person). System predicts errors they're likely to make. 30 Sept 92 YD.

-utilizes fuzzy logic

-UIP was formerly titled PI (Personal Information).

-Sys analyzes u's actions -> database (behavior). Eg, Ubiquitous computing: u carries (tiny) "c" that communicate with other "c" embedded in: appliances, t, cars, walls, Kays' N. Eg: Xerox's Parc Tab, and other products mentioned in "Popular Science" Feb 95 from p.47.

-Marketing Enhancement Systems: UIP suggests / 'guides users to alternative products or services.'system judges may suit (part of) their needs.

-Publications Related:

"Collaborative Filtering": comparing people's 'behavior and preferences with those of other people ('users) who match a similar profile to 'predict what additional info might be relevant to that person. From *"Net Future - The 7 Cybertrends", Chuck Martin, McGraw Hill (c)1999

-"Datamining": open-ended queries of customer data and other info sources; and to automate the process of 'predictive models of consumer 'behavior.

- ? "Dialogue Marketing": adjusts info delivered to the customer based on real-time interaction between the customer and the co. 'Predictive modeling and datamining techniques to enable a more 'tailored "dialogue" with 'users (customers) in (real) time.

.-Also see "Net Future - The 7 Cybertrends", Chuck Martin, McGraw Hill (c)1999.

-"Experience Communities": Aggregated pools of knowledge based on the collective experience of many people ('users).

.-Also see *"Net Future - The 7 Cybertrends", Chuck Martin, McGraw Hill (c)1999

-"Flex Pricing": 'System 'tailors prices to demand and supply (automatically).

.-Also see *"Net Future - The 7 Cybertrends", Chuck Martin, McGraw Hill (c)1999

+ "Predictive Modeling" From *"Net Future - The 7 Cybertrends", Chuck Martin, McGraw Hill (c)1999

-"Preemptive Marketing": 'Tailors marketing, eg: Eliminates future consumer decision points that might lead to loss of business.

.-Also see *"Net Future - The 7 Cybertrends", Chuck Martin, McGraw Hill (c)1999

-"Pullcasting": 'User 'tailors which information or features they receive / or are able to utilize; but also creates such content / features / services.

.-Also see "Net Future - The 7 Cybertrends", Chuck Martin, McGraw Hill (c)1999

-"Relationship Age": 'Systems communicate with 'users for [free] exchange of info/data to better perform 'tailoring functions.

.-Also see "Net Future - The 7 Cybertrends", Chuck Martin, McGraw Hill (c)1999

-"The Shadow You": Electronic re-creation of the essence ('behavior profile) of a 'user's behavior. The 'database on 'user(s) for (purposes of 'tailoring).

.-Also see "Net Future - The 7 Cybertrends", Chuck Martin, McGraw Hill (c)1999

Search Key Words For Searches On Related Patents Include: "data base", adjust, tailor(s), tailored, adjust(s/ing/ed/ment(s)), alter(s/ing/ed), "(system/software/invention) learns", "self learning". What search strategies, and other terms?

TAILOR FEATURES - SOTTO N

4J030 FUTURE LIFE - FIND MISSING PEOPLE:

This may be helpful in finding missing children or fugitives. There already exists age progression art which predicts what someone would look like after a certain period, but what about what they sound like, act like, etc.? This can enhance such an age progression description. 'Tracks, 'Predicts.

6B-590 COLOR CODE - READING PRODUCT LABELS:

This can be used for reading food/drug labels. Suppose I need something that is sugar free, for example. I could read the entire label to see if it contained sugar or not, or there could be a color associated with this; I

program my scanner to check if the label has this color and, if it does, know that it fits this criteria. 'Visual analyzer, 'bar code reader, 'score.

3J070: AUDIO ADJUSTER – FITNESS:

This can be used for exercise classes or individual exercise sessions. If you have ever taken an aerobics class, you know that the instructor uses different music for warm up, high intensity and then cool down stages of the class. Suppose a device automatically sensed whether a group or person needed to increase heart rate, slow down, needed a change of pace, etc. and used music tailored for these situations. 'Entertainment, 'Guide, 'Exercise.

MISCELLANEOUS:

. Check Forgery: Have a pen that a bank issues with a checkbook. If a check amount is suspiciously large, or the check is suspicious for any other reason, the bank can check and see if it was signed with the accompanying pen or not; if not, it was probably stolen; they can call the customer and see if, in fact, it was his signature or not.

. Scientific Use: Scientists may be able to use this to identify chemical compounds by seeing if they are exactly the same color as some known compound.

. Agriculture: A plant is a certain color when ripe. Perhaps the scanner can determine when it is ripe, as well as when it is diseased. Plants that are not a ripe, healthy color will trigger the scanner.

. Education: Like the fitness example, the device could tell is a student or class was tired, nervous, distracted, etc. and play music that was appropriate for their needs. It can be used for both classes and when studying at home. Relies on: motion 'sensor, 'behavior analyzer.

. Insomnia/drowsiness: Perhaps this device could play 'tailored music that enables people to sleep more soundly when they are sleeping, the feel wide awake when they get up.

. Addictions: Like the above example, perhaps this device can lower cravings for nicotine, caffeine, alcohol or sleeping pills by enabling people to feel more wide awake or relaxed as need be via 'tailored: music/sounds, 'exercise, 'entertainment, 'education.

System tailors its functions to the unique needs of specific users. Each user can have their unique profile stored in adapt-Database, which includes their: needs, preferences, and behavioral traits. Tailor then matches the database, with a menu of function choices. The function chosen is the one that best meets the user's preferences.

-adapt-Input develops the adapt-Database by: 1. 'analyzing user behavior, 2. Allowing user to input their preferences, 3. Linking to other databases with user's preferences.

-Integrates: 'Edit, 'Educate, 'EGH (Educ Gets Harder), 'Guide, 'Interact, 'Predict, 'Seek & React, 'TGH (Therapy Gets Harder), 'adapt-Emergence (2G180), 'adapt Tailor.

-Tagged Cascade Effect 7J08: System hones in on a frequency (sound), then cancels other sounds making tagged sound clearer. System 'reacts when the 'tagged action occurs. Hones in on anything effecting man's five senses. 'content analyzer, 'edit, 'seek & react, 'sound recognizer, 'tailor, 'visual analyzer.
-See many huge adapt files..!
CONCLUDES THIS ADAPT* FILE
CONCLUDES THIS ADAPT CENTRAL DESCRIPTION SECTION
File: Features Intro / Analyzer

ANALYZER

Like the word "analyzer" suggests, it attempts to match the human brain in making decisions. Decisions are made from a choice of preprogrammed possible 'reactions. Using fuzzy logic, it takes on the needed functions of software, as would be needed to handle the applicable tasks called for.

System tries to think like a human brain (where (w5) feasible), sys (system) tries to know its limitations. Uses the best knowledge in the field. 'Analyzer 'customizes itself. Uses the best knowledge in the field (from 'sensors, UIP, etc).

Figurative Drawings

D1: 1 signals -> 2 data from particular input (item being analyzed) -> 3 put into file(s)1 = 4 tr/rc = 5 c (6 existing files) = 7 matched/8 compared w 9 inputted files = 10 similarities and 11 differences noted = 12 type/level of differences 13 determined/14 "analyzed" = 15 conclusion made = 16 signal = 17 action made by 18 sys / 19 s or printer shows conclusion.
-D1 Notes: 1: optional part of data flow; sounds = 2 sound analyzer; lights; body movement = (2 sensors); visions = visual analyzer. 2: communication w other el products; c. 3: sw; different files are pre. or automatically labeled according to type situation according to circumstances/occurrences (1). 6: files developed earlier by manufacturer (mp), or u's pr. 7 & 8: similarities/differences noted/analyzed via: key words/paragraphs%, visual analyzer, SW ('software) number crunching. 9: data from 1, 2, 3, 4, 5. 13 & 14: sw analysis. 15: SW ('software) analysis. 16: computer code labels the type situation sw has determined to be the case, eg: favorable, unfavorable, and or what action is needed to be taken (due to the "status" of situation).
-D2: input -> c (analyzer (sw)) -> results / function (altered according to how sys may want to adapt according to determination(s)/conclusions made by analyzer).
-D3: Read Later D C (SW Analyzer) =
ACCESS (determines w5 can access into any given sys (c, m, any portion thereof, eg: particular files or software programs/features)/ BILL / CART (differing SW ('software) for type analysis needed)/

COMPOSITION / DATE / S / EDUC (sw determines u's level of sophistication (w sys/sw) = intern simplifies/complexities the SW ('software) interface (and available functions / steps needed to achieve desired aim (via pr/k)))/ K ('keyboard) / LOCATOR / M (uses M's database(s) for (additional) information from which to (better) determine analysis)/ MQ (sys asks (intelligent) questions to better collect needed data for better analysis; development of uip)/ MULTI-USER (analyzes (tasks/things/occurrence) differently according to type/uip of u; development of uip)/ NOTIFIER (u alerted when analyzer determines u (user) (may) need to know (status))/ OSC / PR (how analyzer is to function / what its to seek and how process information / for w5)/ PS (determines location of object(s), processes information accordingly (as pr))/ Q (decides what questions to ask u (user) according to circumstances, eg: what u (user) wants or is doing (w5), u's status*)/ *R / SCORE (new scores matched with earlier developed files for analysis; creates new files for new scores, development of uip)/ SENSOR (compares files for inputted signals w (with) what is wanted/needed/expected/is standard/has historically occurred before (uip/m/database))/ SOUND ANALYZER (compares inputted sounds w previously stored sound files)/ SPEECH (sound analyzer)/ STATUS / SYNTH (sys synth (automatically) according to: pr/uip/u's k)/ TDS (effects score, development of uip)/ T (telephony sw applications)/ UIP (compares files)/ VISUAL ANALYZER (compares files, 2E251 Intelligent Monitor)/ VR* (compares files).

-in some (simpler) circumstances, the analyzer functions wo software, eg: simple turning on/off according to situation.

. % Read Later This N Part :

-2E251 Intelligent Monitor: ; 3E040 3E041

-3G010 T Ring Delayer:

-5E080 System self analyzes best synthesis for acoustics of room/hall:

-7G050 7G051 PVC Change Alerter: ; 7G052 related kn.

-9G220 Channel Scanner Skips certain stations...

-"Analyzer" and how it matches and compares files and determines conclusions also explained in UIP (UIP-Tailor, UIP-Suggestion).

Fuzzy logic. AP = Applications: the related product applications, and specifications, for the listed application(s) are obvious.

-4E020 Registrar.

.-"Router": locates then= retrieves needed data= for this part.

-"Bill"

-Related existing SW ('software) from "TDSW":

Brainmaker 2 - (Professional version), p.76. [Existing N functions: Gives PC human abilities such as finding patters in your data and learning from the past.]: UIP, "track".

-ProTEM - Business Process Improvement.

Takes on the functions of software as would be needed to handle the applicable tasks called for by invention disclosure.

* ANALYZER – READ LATER SECTION MAYBE =

Diagram 1: 1 signals -> 2 data from particular input (item being analyzed) -> 3 data put into file(s) = 4 tr/rc = 5 c (6 existing files) = 7 older files are = 8 matched and compared w (with) 9 newer inputted files = 10 similarities and 11 differences between files noted = 12 type/level of differences 13 determined/14 "analyzed" = 15 conclusion made = 16 signal = 17 function/action made by 18 sys (system) / 19 s or printer or notifier shows conclusion.

--Diagram 1's Notes: 1: optional part of data flow; sounds = 2 sound analyzer; lights; body movement = (2 sensors); visions = visual analyzer. 2: communication w other el products; c. 3: sw; different files are pre. or automatically labeled according to type situation according to circumstances/occurrences (1). 6: files developed earlier by manufacturer (mp), or u's pr. 7 & 8: similarities/differences noted/analyzed via: key words/paragraphs%, visual analyzer, SW ('software) number crunching. 9: data from 1, 2, 3, 4, 5. 13 & 14: sw analysis. 15: SW ('software) analysis. 16: computer code labels the type situation sw has determined to be the case, eg: favorable, unfavorable, and or what action is needed to be taken (due to the "status" of situation). . drawing 2: input -> c (analyzer (sw)) -> results / function (altered according to how sys may want to adapt according to determination(s)/conclusions made by analyzer).

. drawing 3: C (SW Analyzer) = ACCESS (determines W5 (what, where, when, why and how) can access into any given sys (system) (c, m, any portion thereof, eg: particular files or software programs/features)/ BILL / CART (differing sw for type analysis needed)/ /COMPOSITION / DATE / S / EDUC (sw determines u's level of sophistication (w sys/sw) = intern simplifies/complexities the SW ('software) interface (and available functions / steps needed to achieve desired aim (via pr/k)))/ K / LOCATOR / M (uses M's database(s) for (additional) information from which to (better) determine analysis)/ MQ (sys asks (intelligent) questions to better collect needed data for better analysis; development of UIP)/ MULTI-USER (analyzes (tasks/things/occurrence) differently according to type/uip of u; development of uip)/ NOTIFIER (u alerted when analyzer determines u (user) (may) need to know (status))/ OSC / PR (how analyzer is to function / what its to seek and how process information / for w5)/ PS (determines location of object(s), processes information accordingly (as pr))/ Q (decides what questions to ask u according to circumstances, eg: what u (user) wants or is doing (w5), u's status*)/ *R / SCORE (new scores matched with earlier developed files for analysis; creates new files for new scores, development of uip)/ SENSOR (compares files for inputted signals w (with) what is wanted/needed/expected/is standard/has historically occurred before (uip/m/database))/ SOUND ANALYZER (compares inputted sounds w (with) previously stored sound files)/ SPEECH (sound analyzer)/ STATUS / SYNTH (sys synth (automatically) according to: pr/uip/u's k)/ TDS (effects score, development of uip)/ T ('tel)

(telephony sw applications)/ UIP (compares files)/ VISUAL ANALYZER (compares files, 2E251 Intelligent Monitor)/ VR* (compares files).

-in some (simpler) circumstances, the analyzer functions wo software, eg: simple turning on/off according to situation

END OF THIS 'ANALYZER FILE

File: Art\Ar Intro & General

ART FEATURE

Table of Contents for Artist Section:

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. AR IMI
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. AR Dys-IMI
. AR Dys1
. AR Dys2
. AR Dys App
. Artist Misc*

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Tailor pictures to your taste. System's 'Visual analyzer with wide powers, determines the characteristics of the image to be altered.

. For Techies: 'Edit pictures. User alters pictures or text. System alters images for user (in 'tailored form).

. Functions: accentuates images; automatically 'edits as programmed (so as to best 'tailor itself); improves visibility, readability, excitement, user's interest in (multi media) presentation; images are made to 'interact w/

(with) user or other images on screen; 'cut & paste software function; user 'draws images; 'visual analyzer studies 'images created by user or other source.

The Following Are Electronic Art Generation Elements:

-#1 OTD: D =

*5A-110-042003 Master Artist: make masterpieces similar to the masterpieces or choose your own. Select painting desired, and electronic device will help guide user in any one of many methods. Incorporate different parts via selections and or drawing.

*5A-120-042006 Camera Editor: Take photographs, which you can then edit on the related computer system {camera and editing aspects can be on same or different pieces of equipment}.

*5A-130-042004 Color Sticks For Computer Drawing Pad: Simplifies computer graphics system for children. Child inserts plastic piece for the desired color.

*3A-110 Antenna Art

3A-580 Air Pad

*"Sound Analyzer", and "Sound-Vision": used to convert sounds into visions.

*"Composition": sound effect composition might work in parallel or in synergy with "Artist"

*"Remote"

3A-790 Magic Air Pen

*5A-620 Virtual Reality Invention Laboratory.

"Bill"

-OTD #2: display; fd-hdd; pp; mp; uk; mouse; toy; basic; printer; M%; osc; speech; md; cart (image creating software options); cp; uq (eg: how to operate software); mq (eg: how user wants to generate their art); UIP (system generates graphics according to past images user preferred; such user preference can be inferred with some margin of error based on the graphic editors selected earlier and or the types of images user made in the past - this "pi" system might be an optional mode, and valuable considering that it might be too complex for some users to select the graphic image editors that he might like most); character; motion sounder% (activates images according to how a device is moved, while simultaneously making a sound corresponding to the type motion); multi-user; cc; notifier; tilt (graphic image editor is effected by how the part and or device is tilted); air pad.

-El meeting place:

Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" =

ACCESS (needed for each participant (u) to join) // ANALYZER (how / w5 sys functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u) // NR (when u is asked to respond or should notice designated occurrence(s)) // OSC (verbal communication) // PR (how each u

"interacts" w/ each other / sys) // Q (answered differently according to u) // R (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (u) the sending / receiving u are / w5 of situation) // SCORE (of each u) // STATUS (of: each u / their actions) // TDS () // T (how each u "interacts" w: other u / m) // TRACK (progress/changes of each u) // [UIP / "Multi-user" = (each u = experiences / handles sys differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "educ": each u = "interacts" = learns from or teaches other = u (in different manner = uip) // "cart" // "M".

Introduction: Each / Most Artist KN also have a sw version - D: U = mouse / r / k = c ~ image generating sw = s / printer / [tr = another c] / access.

Fidelity Catalogue's Product Improvements: Many Non-electronic

* See catalog for details on existing products: The catalog containing Fidelity's products was received on Dec 31, 1994. It's cover has black marble background with pictures of taxi, and appliqué film system. Catalog dated "Winter 1995".

[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725]

Portable Drawing Board: Sliding guides; corner clamps.
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725; p.3]

Rotary Cutters: cuts pads, foam, etc.
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725; p.3]

Clip Compass: draws circles by gripping (any) writing instrument.
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725; p.9]

Electric Eraser: for lead / ink.
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725; p12]

Tracing / Overlay papers.
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725; p.13]

Waterproof paper: Use in copiers.
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725; p. 13, 14]

Non Reproducible Blue Grid (Paper).
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725; p.14]
"Access"

Graphic Arts (Masking) Tape
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725; p.15]

3C292 "Images" of Magical Building Blocks: Each combination has designated results.

Person generates and edit images. It can be compatible with existing multimedia ("MM") hardware and or software.
-D: 1 uk = 2 base ("C") = 3 tr = 4 "S"/5 function/6 M
-OTD: 2 access; 1 air pad; 12567cart; 1245cc; 4character; 4color; 2%composition; 2date; 4images are "displayed", stored in 2memory, 234 projected onto walls (via color lights), 5converted into printed pictures and or 5cinema or 5video; educ; %egh; entertain; 2fd-hdd; 124float; 5fs (send/receive images in black & white/color = separate computer/e-mail/fs/special computer=printer located in other location; game; 23%gps; 2interactive; md; 12microphone=4=5/speaker/osc/play back/stereo; 4mo; 25%morning (user must generate specific images to deactivate the alarm: generate similar / related / unique image. System may inspire ideas for image(s), eg: one which evokes the idea of waking up, like running to catch bus; 1 mouse; 2mp; 2mq; 2multi-user; 5**notifier; 5*osc; 26pi; 1245portable; 2pp; 5printer; 124rcp; 1remote; 2score; 5speach; 2tds tgh; toy; 1vc; 5visual analyzer; 5 vr (create images desired for your virtual reality experience before / during use, eg: have a virtual reality-type experience painting. This can inspire individual creativity); 25 camera takes pictures, allowing user to memorize and modify, eg: size, color, slicing, adding shapes; 26 user needs visual ideas, so they uk: w5 of situation requiring a visual piece / uip of person & or co & or situation; %wa.
-See "Brain": sys adapts images for u.
-OTD: U = "Artist" Sys ~ C

ACCESS (limits functions, each movement of r / r stick 5E020 is interpreted ("analyzed") according to password); OSC (each "Ra's movement can tie in w corresponding type sound); PR (u designates which

movements of "R" represent which type of marks/functions 5E020); Q (U asks how they can draw differently / program their R differently (from what's stated in N description)); S (interactive touch screen; color monitor); %SCORE (drawing aptitude); (Motion).SENSOR (of R/%U); TDS (); UIP (DB: image data bank); %VISUAL ANALYZER ().

.-"Router": locates then= retrieves needed data= for this part, eg: images (from image data bank (db) (on m)).

-A code (access, el `water mark') encoded in sw/data* limits how sys / program can be: utilized (to operate device) / "edited" / copied. See: "Access", "Edit".

-"Bill"

END THIS ART FILE

ARTIST – SUB-FEATURES SIMPLIFIED:

"COLOR" = Any color(s). Any "edited" colors match.

"CRAWLER" = Externally controlled image creating mode crawls across screen.

"CRAWLER'S VIRUS" = Crawler attacks other's functions. "Game's" opponent player's functions represented visually. Crawler "edits" opponent's functions inturn effecting their abilities.

"CUT & PASTE" = Standard computer terminology plus more.

"DRAW" = Create image.

"EDIT" = Alters images in complex algorithms. Eg: "crawl"; makes colors or shapes compatible; "cut & paste".

"GUIDE" = Suggests how user might proceded in creating images.

"IMAGE" = Picture.

"INTERACTIVE IMAGES"

"MULTI-COLORER" = Same as crawler except user controls how crawler moves.

"MULTI-USER" = Each user "edits" each other's "images".

"SW" = ("Artist") software; program.

"WRITING INSTRUMENT" = Mouse, stylus, "tilt".

File: Art \ Ar-IMI
ARTIST - COMMON FUNCTIONS FOR EACH ARTIST KN:

Intro: Each "artist" function theme below includes different variations detailed in the grouping of related "artist" inventions.

"ANALYZER" =
Sys has a mind of its own. How it will automatically: "Edit", "Draw", "Crawl". "Designating" "images" for labeling / "coordinating".
% "Tracks" / "Scores" the "artist" occurrences / functions.
"BEHAVIOR ANALYZER" =
US Patent: 5507649 = "images" are "designated" to= match accessor's behavior. Eg: children receive different images from adults.

* "COLOR" = Any color(s).
.-Color Selector: (Printed) guide shows numerical code for numerous colors. Software version too.
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725; all of p. 4, p. 5, top p. 6]
--each numerical code used by "color" = "analyzer" for: color "coordinating" or other "editing"; "mood" and ba (how each color effects viewers).
.-"colors" are changeable / refillable: (Refillable) Ink Marker Systems.
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555

Fax 800 842-2725; p. 6, 7, 8, 10]

. Access: Hurdles to gain "access": type color(s) used W5.

"COORDINATOR" =
Any "edited" colors / images match. Modes of coordinating colors and images are similar.

Color Coordination:

. Color choice process (for "Crawler"):
+ Colors compatible: The colors used blend (well - as pr), eg: green matches / blends with blue, creating blue-green in between; red and blue blend to make purple...
+--the manner of color changes pre-"analyze" how colors blend together
--The colors used blend well, eg: yellow blends with blue, creating green in between; red and blue blend to make purple...
--the order of color changes consider how colors coordinate and blend together
-device uses single colors, and or blends desired colors as user selects.
+ Compatibility of colors may imply that: they are of a related subject, function, u, application. "Coordinator" "designates" colors accordingly.
+--'Character's 'image portrays (compatibility / type) of subject matter. See: 'Guide's = 'Character.
+ How colors selected: 1] sys= "analyzes" color compatibility charts. 2] Second color utilized has color pigments that are the same / similar / compatible w (with) first color and compatible with second color. Applies to three or more colors too= whereby all colors added into other colors must be compatible w (with) every other color. 3] UIP tailoring according to: u's or customer's tastes; target audience's behavioral parameters. 4] See "designator".
+-Style of outputted coordinated colors = uip= depends on "designated" color desires. Applications: greater or lesser color coordination or contrast (to catch people's attention or create relaxed "mood" for "entertainment" or "educ" or "tgh").

Image Coordinator:

Imaging Compatibility: changes made to be (non) coordinating.
Sys "edits"/"cuts & pastes"; adjusts/coordinates existing/future
sizes of shapes w (with) colors (to give desired / ["crawler" generated]
appearance). R24-1 Image Coordinating Software.

++ R24-1 Image Coordinating Software:
"Analyzes" for compatible colors / image texture / shapes / color
intensity.
Analyzes and rates how well chosen colors are coordinated.
Generates compatible colors in output modes of "multi-colorer"
and "crawler". Applications: analyzing photographs, graphic art
software (limited color choices influenced by type printer or
compatible software).
-"edits" non-compatible colors/shapes -> eg: colors/shapes become
compatible algorythmicly:
--#1 changing designated colors/shapes. Designated colors:
those least compatible; using u's uip color preference chart,
omitting colors closer to disliked spectrum (all together);
colors needed to effect desirable results via "ba" / "uip", eg:
uses yellow or red to catch people's attention (in emergency /
for "nr").
--#2 changing all colors/shapes -> eg: bringing them closer in
line compatibility wise -> by adding / omitting coloring agents.
.-ARTIST:(system will select color(s) according to colors to
which it must 1 match / [2: pr (program) / uip = SW ('software) knows w5 to color
coordinate, then does so (automatically)].
.-user selects one or more colors, then sw offers (available)
choices of compatible colors.
.-C SW D: color determinator (sensor, sensor = lens, color's "c"
codes) = "analyzer" = s / printer
-OTD D: This N Sys (image coordinator) =
ACCESS (person must wear particular (coordinated) colors for
access (entry, usage)) - copied to "access" 7.96; ANALYZER ;
+ARTIST (sys fills in colors (after certain areas are done;
adjusts/coordinates existing/future sizes of shapes w (with) colors (to

give desired appearance as defined by graphic arts schools);
CAMERA (inputting of images ("cut & paste")-> processed ("edited"
by this sys); CART (type coordinating sw); COMPOSITION
((automatically) merges graphic w audio composition); S ;
EDUC (learn coordination, art, read up on past painters;
guides/teaches u (user) if/when/w5 (colors) match); M (sophisticated
sw, colors, coordinating analyzers); MULTI-USER (how each u
likes their sw); pr (program) ; SCORE (how well coordinated: color,
shapes, texture (2D or 3D*)); SENSOR (for colors); **SOUND
ANALYZER ; STATUS (sys judges its ability to do the
necessary/requested task / judges what it did; shows numeric
possibility of error); UIP ; +VISUAL ANALYZER .
-2E251 Intelligent Monitor: uses sys (system) to better notice w5 sys (system) is
studying/following.
.-R numbering Sys: because this KN has an extra digit (R24-1),
its strictly a KN and doesn't include existing N, yet the R24 of
R24-1 relates to existing N which is remotely tied to R24-1.
-image's texture, defined: comprised of many/small/big dots of
single/multi-color; substance image looks like (fabric, stone,
shiny (metallic, plastic), rough (wood), cardboard, paper, (live)
vegetable matter.
-5G061 Dyslexia Software.
-sw's ("guide") icons can be "edited" between different shapes:
squared / rounded (circle/oval) / triangular (perimeters) w
"color" w/in changed as "designated".
+ "access": u's "cart"/sw= must have designated shapes/colors= to
gain "access". In other words: shapes in= pr= of u (user) must have
correct "image" parameters for= "access". Patentable?
--level of u's sw= "analyzed" for compatibility= level of
"access" given determined by closeness of compatibility.
--accessors aware of this sys= may change their type images=
within range of image that gave them some access.
=
. R24 Paint mixer makes ranges of colors.
.-[Rock Paint Co 3-1-47 Himejima, Nishi-Yodogawa-ku, Osaka 555
06 473 1551 15 Feb 92 NK]
-D: cart ('cartridge) ~ c ~ container for different elements for painting =

mixer = paint transfers to dispenser = dispenser
(brush/spray/**drops paint/inserts paint into containers user can
remove and use as (fresh) paint) = paints surface = surface.
-paints different shapes, textures, thicknesses of paint, etc.
according to programming (pr) / user instructions.
-system analyzes the texture/surface onto which it will paint,
and in tern determines the best chemical mix to (stick and stay
on for desired period of time) and thickness and number of coats
needed. surface analyzer (scrapes surface = tests in its lab;
"camera" = "visual analyzer"; user "k" type surface and any other
information (whether indoor / outdoor; temperature parameters
year round...)
-OTD:
ACCESS **:(ranges of colors possible restricted as well as any
access); CAMERA:(studies (existing color of environment) to
determine best color to mix); CART *:(pr; inks; paints;
chemicals; scents [mix w (with) paint]); COMPOSITION *:(automatically
paints according to signals from sound analyzer - D: sound =
sound analyzer = R-24 = painted surface); ENTERTAIN:; MFH:;
MULTI-USER*:; NOTIFIER:; OSC:; PR:; Color PRINTER
*:; PS:; Q *:; R:; S:; SCORE:(tds); SYNTH:;
TEL:(tr); UIP *:(color combination according to uip of target
audience/user and or according to desired effect (according to
uip of target audience, eg: maybe best color to increase
productivity in blue jean factory workers in Thailand are light
burgundy painted walls)); WA:.

3C-210 Color Selector: (older KN?)
-Point device at anything, and its colors are altered or
dissected, eg: something green can be divided into yellow and
blue; or changed altogether, eg: to white, pink or brown...

. (D) Drawing: "Artist" (Color Coordinator or Selector) / Artist's "Edit"
R24-1 Image Coordinating Software/ (Colored) "Image" output = C
((Color) "Analyzer") =
"CRAWLER" (effects manner of coordinated color output) // "CUT &
PASTE" (each section can have colors coordinated differently, in

other words the method and style outputted differ according to the section (all visible simultaneously on same s)) // "DRAW" (manner of drawing triggers differing "color" generating/coordinating modes) // "EDIT" (how coordinated) // "GUIDE" // "IMAGE" // "MULTI-COLORER" // "MULTI-USER" // "SW" // "WRITING INSTRUMENT" .

. Hurdles to gain "access". W5: Manner in which following are coordinated: images; user's behavior ("ba"); colors; shapes; W5 u accessed sys.

+ Sizing / Color / Shaping%: "Edited" as needed for compatibility. Eg: size of tree doesn't exceed house size by two, and its fruit is double the size of door's front door knob. Sys can alter shape of tree and or its fruit in differing fashion. *D: "cuts & pastes"= then "edits" accordingly.

End "Coordinator" = "Artist"

+ "CRAWLER" = Externally controlled image creating mode crawls across screen. Also functions like an organism crawling across images leaving altered visual effects in its wake. Differs from multi-colorer whose movement is controlled by u.

-%crawler can be in form of cart / SW ('software) (inserted into function / mode / sys (system) / sw / c) / icon or "interactive image".

-D Algorithms: previous image's characteristics (f1) X crawler (f2) -> f3 X any other variables (time, additional input given crawler (by u)) -> synergized function (f4) -> altered image(s) -> time pause -> last image can be re-"edited" (into something new / repeating related algorithm)

--each `f' = function: has hidden codes. These codes are hidden in that they don't (necessarily) relate exactly to the image shown; but influence: subsequent "crawler"-type events.

. Read Later (D) Drawing: u (user) = This "Artist" System ~ C ('computer) = COLOR (chooses what colors appear when and how (w5)) // DRAW (crawler itself decides how it will draw / "edit" // GUIDE (u may "guide" crawler. Though crawler may choose to ignore requests from u.) // MULTI-COLORER (what crawler does too) // MULTI-USER (each crawler can be considered a u (user) in this circumstance=

resulting in each crawler "editing" images each crawler generated, or each crawler can alter other (living) crawlers) // WRITING INSTRUMENT (crawler takes form of any writing instrument).

-See additions to "Crawler". Was in file: k\ar\IMI& in 7.96.

. Hurdles to gain "access". W5 Crawler is utilized via one or more of following:

-U attaches their key or other related element to the correct crawler which takes them through the hurdles, though u (user) may be required to take "designated" actions controlling crawler and or anything in its environs W5.

-Crawler must be reprogrammed as "designated"= then taken on (one of) the path routes it's designed for according (according to type application / access desired).

-W5 how u (user) controls or reacts or creates crawler (virus*) in any manner: "game", "artist", "access" = "order & timing"+, "crawler"="cart".

-see "game", "game" = "crawl"

-"crawler" knows W5 (what, where, when, why and how) to get u (user) to desired point of access, saving u from keying in unnecessary strokes / information. Like an electronic bookmark: u selects which bookmark they want crawler to take them to.

+ "CRAWLER'S VIRUS" = Crawler attacks other's functions. "Game's" opponent player's functions represented visually. Crawler "edits" opponent's functions intern effecting their abilities.

-An algorithmic function that alters function of whatever its designed to attack/effect; Virus is a subset of `Crawler'.

-Also functions like crawler however the altered results also include functionings correlated to the attacked images.

-See "Crawler".

* Read Later (D) Drawing: u (user) = This "Artist" System Changes the abilities of other player's abilities in below manners ~ C (`computer) = GUIDE (how they can control their players/crawlers) // MULTI-USER

// SW ((partially) disables their ("artist") sw) // WRITING INSTRUMENT (what it can/can't do).

. "Access": How attacks hackers: Crawler seeks (via "analyzer") W5 hackers are present in sys= attacks / disables hacker's: sys or (sw) portion thereof that technically allows u access, eg: erases needed SW ('software) codes for pr (program) to get into sys during that or future attempts at access.

"CUT & PASTE" = Standard computer terminology plus more. Cut out spaces into which images inserted: these images are: drawn in / previously drawn images / "camera's" photos / other (downloaded) images; fragment cutting / pasting shows up (randomly) over (pr) sequence of time.

+ VA ('visual analyzer) seeks "designated" images= then "cuts & pastes"= as "designated" (by "edit"). SW's search and replace.
Applications:
-creating collages;
+ compiling images w associated text of needed subject matter: Asian feature faces; (portions of) password icons (w "designated" function).
-"entertainment".
+ sys gives user a menu of images to choose from= to "cut & paste" as u (user) desires.

.-Puzzle "Game": cut & paste omits sections of image / screen = u must guess what's missing.

. Read Later D: u (user) = "Artist" (System's "Cut & Paste") ~ C ~ What is "Cut & Pastable" =
COLOR (colors but not necessarily the shapes or text) // CRAWLER // EDIT // GUIDE // SW // WRITING INSTRUMENT .
-"score" shows W5 / how often elements were used / viewed / "cut & pasted" before by "designated" u (user) for designated applications.

+ "Artist" automatically jazzes up what's cut & pasted: select "edit" mode.

+ Any function can be labeled w/ an "image": Anything representable as an "image" is cut & pastable. Any KN (invention) function (shown on its s). Eg: U requests VA ('visual analyzer) to seek= then "edit"= all icons with features (parts) which are over 80% green, blue and or blue-green.

What's cut & pastable (w or wo "image" (parts) / other elements): any KN part, eg: "score"; desired uip elements (desired functions, portions of db influencing what uip determines as being desirable functions); parts (visual presentation or function) of icons.
-"Artist" / KN Function type gained or lost: "draw", "edit", "writing instrument" ability.

. Hurdles to gain "access". W5: "Merge" = "Artist's" = "Cut & Paste".

-Lines where "cut & paste" cut determined by: how sw shows where images start and end as "designated". Eg: VA ('visual analyzer) seeks: faces (wo hair or background), precut (blocked) images are cut in entirety.

"DESIGNATOR" =

Colors, shapes or other images are utilized or "edited" to achieve "designated" result. System automatically determines via any kn "designation" criteria what needs to stand out / be "edited". Results in greater help to u: "nr"; what needs attention; "status"; intuitively user may know what "designated" changes mean, saving time from having to read text, look up meaning or have s cluttered. "Editing" mode selects: color, "coordinator's" (compatibility level), "crawl".
-form of Seek & "React": Though nothing may need monitoring or "tracking", or be occurring by accident or chance; sys (system) or u (user) wants "images" / (corresponding) %functions altered as "designated".

. Patentability issues: how designation works automatically coupled w (with) the benefits.

. Need for "designated" result determined by: "nr"; "uip"; "score"; "tds": shows deadline coming up; "analyzer"; "sensor" is triggered; creating designated "moods" for: "entertainment", "educ", "tgh", "mm".

Applications:

What needs "designation":
-designing anything (house or N plans): certain colors/shapes are needed (to catch attention) wo creating an overall unpleasant shape/color/other (how u would use N= determined via ba) coordinated scheme; this coordination is such that the important colors stand out to the degree desired as well.
.--Eg: have orange [stop] button while rest of product is in white or grey, but not dark burgundy (burying the orange).
-(automatically) gives same / related colors/images to each type of function (sw icon). Results in u's eye being more readily able to classify "images".
--"designates" color according to "score" of function color is tied to.
-"nr": gives "designated" changes to: catch attention. Eg: red is most serious crisis in department A, while lighter shades (pinks) are less serious in same department. Orange and lighter shades for department B of company.
.--"Nr" induced changes may only be temporary or in effect until problem solved.
+ Who did / is / needs to do what, why, where, when and or how (on sys): ("game") Who and W5 (was in ps-zone)
-influences "mood" generation: according to W5.
-Chemical indicators: SW ('software) shows "status", "nr", w5
-"CID" / Text / "C" file names or icons: Know w5 / "score" of value about subject / caller.
-Shows if something doesn't belong where it is. Eg: customer's

file in wrong sw directory; wrong chemical utilized= causing possible hazard / 7G indicators.
-number of times someone "accessed" (which sections) of sys and W5.
-how well material u (user) is seeking / reading / experiencing= matches their UIP. For seeing titles of internet articles. "Score" occurs via key word / subject matching as w/ Yahoo sw.
-M / DB: "designated" u browses world wide web, and he or sys "scores" value of sights (creating bookmarks of "designated colors") for others / themselves in future "access" of such sights. Magellan internet sw's rating system.
--"Scored" data used accordingly for developing UIP-DB. Colors let others quickly see how well sights were rated (by previous person / sys).
--material "routed" to pertinent subject category files= on U's c / db.
-
. VA ('visual analyzer) seeks -> "reacts":
-"cuts & pastes": va seeks "designated" "images"= then: "edits" as "designated". Example: va seeks thru db ('database) for "images" of masks= "cuts & pastes" the masks found= onto pumpkins= then changes and "coordinates" coloring into shades of orange and black for Halloween =
.--Next ->*: u (user) can next select preferred newly generated "images"= and: print them (onto stickers) / use them for labels for icons or "crawlers" or "game" characters.
-Designated images attract characters / small "images" which look different according to what character is there for:
--Labels subject: va seeks negative "images"= then places "game"=character "image"= next to negative image. This nr character is different according to what it is nr / "designating". * Eg: Character is a: dog when labeling security or "access" issues; baby when labeling toys or thing for babies; red stop sign when labeling most important cautions.
--Character represents additional information of interest= as pertaining to what images character is near or pointing to.
--designated images altered otherwise: to get attention, eg:

circled / color or size changed.
-"Sound to Visual Converter" - Old KN. Eg: bar codes conver
-"Routes" designated images to: files organized by: subject category, "score", "status", "uip"; u (user) needing image (according to uip).
--(sys seeks and tr (transmits) designated (uip-tailor, "visual analyzer") images)
-SCORE (how closely each image (sys can "analyze") comes within desired image's paradigm) -> sys (system) "reacts" w/: greater or lesser "editing".
-Image db ('database) Searcher: VA ('visual analyzer) scans db ('database) / world wide web for "designated" images ("routes" it and any attached text / page / web sight text / other images) to= "designated" file.

. D: "Artist" / "Image" output = C ("Analyzer" seeks following (according to W5 (what, where, when, why and how) criteria)->) = "COORDINATOR" (what is or isn't (poorly) compatible) // "CRAWLER" // "CRAWLER'S VIRUS" // What was "CUT & PASTED" (according to W5) // "DESIGNATOR" (what / W5 altered according to "designator" / "edit") // "IMAGE" // What was created by "MULTI-COLORER" (according to W5) // "MULTI-USER" // "SW" // "SYNERGY" ->
-> "Reacts" as "designated": "Edits" / Alters information or codes or images.

. (D) Drawing: S' "Images" / W5 / "Score" / u (user) / What part is/was (not) in operation =
Artist's "Designator" ~ C =
ACCESS ; ANALYZER ; BILL ; CART ; EDIT ; EDUC ; MULTI-USER ; NR ; OSC ; PR ; PS-Zone ; Q ; R ; ROUTER ; SCORE ; SENSOR ; SOUND ANALYZER ; STATUS ; TDS ; T ('tel) ; TILT ; TRACK ; U; UIP ; VISUAL ANALYZER ; VR* ; WA ('walk about) .

Misc:
.-Functions automatically, or u given menu of best choices ("guidance"), and or occurs while u (user) "draws". Related to:

"edit", "coordinator".

. "Access" = "Designated" images:
-Hurdles to gain "access". W5 needed "access'" passwords its images are created (password generation): "Designator" creates the needed password (or image representing password)= according to "designated" uses u needs.
-Attacking hackers: Hackers' password images / sys are attacked ("edited") as "designated". sys (system) may also stop / make difficult for hacker's computer to subsequently gain access via: making it difficult for them to (re) create needed images for gaining access.
--"VA" / "BA" "analyzes" how potential hacker's images (passwords) differ from "designated" criteria.
-Each application (according to W5) needs differing "designated" images (passwords).

"DRAW" = Create image.
Paint; move computer mouse to draw image; "tilt"; brush on; selecting and utilizing "color"; * normally excludes taking picture via camera; %`crawl'; %"camera" takes pictures (then sys "edits"); color sticks utilized; multi-colorer; (sw) pen or brush; paint; rub (finger on "interactive" screen); "dance"; move "R" in fashion to create / *"edit" image.
. Read Later D: u (user) = This "Artist" System: "Draw" ~ C = COLOR // CRAWLER (what crawler does) // EDIT ("artist" = "edits"= what was drawn) // GUIDE (helps u (user) draw) // MULTI-COLORER (way of "drawing") // MULTI-USER // SW (determines how u's use of "writing instrument" comes out) // WRITING INSTRUMENT (tool for drawing).

. Hurdles to gain "access". W5: the needed shapes / colors are drawn; at what speeds images are being drawn (mouse's (average) speed) or time (duration) from start to complete.

"EDIT" / "EDITING" / "EDITION" =

Alters images in complex algorithms. Examples: "crawl"; makes colors or shapes compatible; "cut & paste".
-Edit modes: "Cut & Paste" (sw, algorithmic function); % any change in function or effect can be controlled by u (user) / "crawler" / other non-user controlled modes. "Multi-colorer".
-D: U (artist) -> "mouse" -> c ("edit") -> image output.
=
* 5A120 Camera "Editor": Take photographs which you can then edit on the related "C" system.
-camera takes a picture which is shown on "C" system. This gives spark to the artist (studies show a majority of "semi-artists" are more inspired when they have such a scene to work with - it is more difficult to create art from nothing)
- add animated characters (user can find it easier to create them if they choose from 1. existing characters, 2. faces, bodies, hair colors, etc then "stick and paste" on "C". Characters can even be moving.
-characters can communicate in written or "osc" form
7.96
+ "Visual analyzer":
+- Seeks and alters "designated" images: seeks designated images / aspects thereof -> they are altered ("edited") as designated -> output: altered image(s).
--seeks "images" via: "camera"; "db" of "images" (in m / c).
-Camera's images are alterable as in "Guide": 5A110 Master Artist.
-"access": u (user) must "edit" images in "designated" manner.
=
. Read Later D: u (user) = "edit" System ~ C ('computer) =
COLOR (how colors altered) // CRAWLER // GUIDE (suggests how u may edit) // MULTI-COLORER (u may edit the pr (program) controlling how "colors" are outputted) // MULTI-USER (each u edits each other's images (in their own fashion or via own crawler)) // SW (controls

edit).

=

R57 "My Magic Diary" creates drawings from preprogrammed images to store along with phone numbers. Helps user remember people.

[Casio, PS ('positioning system) 10.93]

-OTD:

ACCESS**:; BA;

CAMERA:(take digital picture of targeted person, and insert with "k" info about person); CART*:(database; sw); COMPOSITION **:(vocalized recording: user's info/music matching each person); ENTERTAIN:; K:; MFH:(uip->behavioral analyzer); MORNING:((at alarm time) see pictures/images of people/events/etc (for things to do for that day; can be part of massive training program for many people); MULTI-USER*:; NOTIFIER:(alarm calendar: functions like "morning" at other times too); OSC:; PR:; PRINTER*:; PS ('positioning system) (see R58-10); Q*:; S:; SCORE:(# times user contacted such person; tds); SYNTH:; TEL:(tr; automatically dials tel number (when user places system by tel's receiver / system connected to tel via tr (wire))); UIP*:; WA:.

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R57-1 Facial Image Generator: User selects adjective words to alter type face on software. Merges multiple characteristics. Characteristic selection process requires less screen space. Example, user selects: nose (big); hair (blond); sense of humor; fat; intelligent; intern creating single preprogrammed image including all factors. u (user) saved from having to see all possible facial choices first. From Casio: "My Magic Diary" creates drawings from limited preprogrammed images to store along with phone numbers. Helps user remember people.

-facial images can be generated in connection to any type of image / information.

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-ARTIST:(user's keying in their view of person's uip (personality traits) effects facial images created^: cut and pasteable elements effected; entire face can alter; eg: user says devilish->the first choices for eyes are narrow / strange ones; or

sloppy/poor hygiene->slightly messy appearance (hair, clothing)).
-characteristics to use for behavioral selection listed in
personal ads (seeking lovers), as found in newspapers world-wide,
eg: height (tall, short), face shape (long, wide...), eyes
(big...), dishonest, devilish, body build type, age, thickness of
eyebrows or nose or lips or biceps...
-D: K ('keyboard) = SW ('software) menu = selected choices merged = displays image (face)
= image merged with: tel / address / written description of
person / notes / *uip / *access
-utilizes 57-2
-D: This N (invention) Sys (facial image generator) =
ACCESS / ANALYZER / ARTIST / BVA ((t) voice -> bva = this n
draws face (typical possible images from such voices, also
utilizes any uip available, eg: via caller ID) = uip/m)/ C /
CAMERA (stores -> converts images (when behavior of person (is
expected to change))/ CART (how alter images)/ CLAP (control
sys)/ S / EDUC (learn relationship between facial images with
behavior types: studies confirm relationships, though this is not
politically correct, eg: people who are overweight, or slur their
words are less likely to control themselves)/ M (database of
potential images matched with all available information on
targeted person, uip)/ MIC (voice analyzer)/ MQ / MULTI-USER
/ NOTIFIER (when trouble is expected (from person being
watched/studied), eg: they look like they are about to act in
desirable/undesirable manner. uip = nr)/ osc ('outgoing sound communicator) / PR (artist)/ Q
(menu of choices, how to use)/ R ('remote control) / SCORE (likelihood images
generated (more by sys than u) are correct, based on
database/analyzer (of past experience related systems had with
such trials and errors, and as studied, concluded upon, then
inputted into c (by humans/c))/ *SENSOR / SOUND ANALYZER (t,
mic).
-type face generated= corresponds w/ "designated" subject matter
or "mood".
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6B180 Photo Paints: draw onto pictures (color or black and
white) with colors of your choice. Do while camera is in still
motion, then with mouse or pen draw and or move around pieces.

Involves taking of picture before and or after (memory required)
-developed pictures can receive wanted colors by applying special inks right on top of special or standard prints.
-developed pictures entered into computer ("C") for future editing
-add color onto black and white photos
-replace all of certain colors with desired color

-SW version of: Correction Tape Dispenser: can be typed / written on. "Cut & Paste" on the tape.
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725; p.9]
-"Restricter": some "images" are pr (program) to be (fully) "editable" while others aren't (at all).
-"Edition" = image after having been "edited".

End "Edit" = "Artist"

EDUCATE =

Guides users to draw better.

* 3E061 Motion Tutor: Guides users to improve their drawing movements, eg: guides how their arms move.

+ "GUIDE" / "GUIDANCE" = Art Instructor. Suggests how user might proceed in generating "images". Useful for large sector of population.
Fill in colors in designated locations. System guides / prompts u for when / how (w5) they can create art.
Subset of: "Educ".

-Answer's user's "Questions", so u (user) may better achieve

"designated" desires.

Instructs u (user) how to learn use of each "artist" system element.

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. Read Later (D) Drawing: U = This "Artist"="Guide" ~ C =

COLOR (color choices / how colors are "edited") // CRAWLER (how its controlled within crawler's limitations or temperament) // DRAW (how to draw (within "designated" desires)) // EDIT (how utilize edit) // MULTI-COLORER // MULTI-USER // SW (controls "guide") // WRITING INSTRUMENT .

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5A110 Master Artist: make master pieces similar to masterpieces. Select painting desired, and electronic device will help guide user in any one of many methods. Incorporate different parts via selections and or drawing.

Guiding methods:

.-outlines each color area, remaining left blank, allowing user to ad their color choice(s) and different shades. User might select from suggested choices, the first choice made then influences the option available subsequently (color coordination)

-outline drawer: when making the outlines, the mouse or joystick is completely restricted, or gets a bit more difficult to maneuver when it goes a bit far off required lines - hence guides artist. And or, a light goes on showing level at which they are on course, eg a green and red light, and maybe even a yellow light. "C" or user may designate which lines they are attempting to draw so "C" knows how to help guide it

-abstract art and related: make wild brush marks, and only those that fall within the programmed parameters make it into the art piece. Eg: ink is like metallic powder which only sticks to where the magnetic areas are found

. Guidance: tgh, educ.

. "Restricter": "Guides" u (user) with restricter. Form of difficulty in maneuvering is one form of guidance.

. Technical: artist can see their creations directly being made onto screen or paper. Later printer might transfer screen image to printer. Prints in color; black and white (with different shades of black)

-H-Non Electronic version: mechanical device might guide the pen/brush/pencil/etc. w/ or without artist's hand actually being used at time. Artist selects colors. Writing instrument can be stable while paper moves, or visa versa

-"tilt": controls sys' functions, its r = paint brush.

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-Filling in colors (for "Crawler"): "Coordinator".

--develops/colors (preexisting) shapes (as in filling up a coloring book): 2D / 3D / circles / squares / dots / balls / prisms / dots -> changing into 2D or 3D images.

--5A110 Master Artist:

+ UIP = "Guide": sys (system) suggests forms of art generation. Sys knows UIP data via: "va" past "images" u created; menu of preferences chosen by u: "image" types ("colors", shapes, *sizes, type "coordination" (compatibility).

--. D: "Image" output = C ("Guide" / UIP~"analyzer"~"va" / asks U Q / u's art generation "ba") = "COORDINATOR" // "CRAWLER" // "CRAWLER'S VIRUS" // "CUT & PASTE" // "DESIGNATOR" // "DRAW" // "EDIT" // "GUIDE" // "IMAGE" // "MULTI-COLORER" // "MULTI-USER" // "SW" // "SYNERGY" // "WRITING INSTRUMENT" .

. Hurdles to gain "access".

-Sys teaches u (user) how to develop / use password (images).

-Hacker "reaction": upon sys (system) "analyzing" presence of hacker, it will (suggest) a "guidance" tutorial that gives (partially) correct / incorrect information to trick hacker.

Art Instructor: "coordinator" = good art / "images".

-see KN's: Music instructor %; + Dyslexia's Writing Instructor; + "Educ".

"IMAGE" = Picture and or its colors.

Graphic(s); something drawn (by u); % sw icon; line(s) / dots / other graphic fragments ((made to) compris(ing) more complex

image). Images can be made "interactive" for touch screens. Chief definition excludes text, but can be made to include text depending on embodiment of invention.
-Comprised of "colors" / shapes that can be= "edited".
* Read Later D: u (user) = "image" ~ C ('computer) = COLOR // CRAWLER // DRAW // EDIT // GUIDE // MULTI-COLORER // MULTI-USER // SW (forms/stores/edits images) // WRITING INSTRUMENT .

"INTERACTIVE IMAGES" =

+ "Interactive" "Images" for computers or interactive screens: u / sys can create "interactive" touch screens w/ its needed "images". Generated images (icons) have functions triggered according to how they are touched / activated. Interactive images can be made for and utilized by any KN's S, and control "designated" functions. For 1D-010 Adaptive Design System.

Each "interactive"="image" is like a key or key stroke w/in "K" or "R". Design and or control any product's functions by pr interactive image's functions / image (how it looks and feels).

Programming interactive images simplified: Process becomes more of an "entertaining" designing process. u (user) (who may not be programmer) can generate interactive images by "drawing" ("cutting & pasting" subset images= representing features (parts) of entire function scenario).

UIP: Menu of function options based on UIP-DB. Manner in which functions are carried out effected by UIP-Tailor.

"NR" / "Score" / "Status" : Are built into interactive images or corresponding images. Their differing / changing values= represented by "designated" "images".

Image types: Multi-faceted icons comprise numerous (unfoldable)

parts each being a representation. "Designated" images= represent correlated functions. Shaped in icons or other images commonly shown on (touch) screens= for representing: functions / directory and files (text, "image", pr) / data / web sights.
--Other images as used by: Microsoft, Lotus, IBM, Apple, Borlund, Octel, AT&T, "Billing" (banking) institutions, Surveillance and access control ("Access", and "Track") related companies; "MM" companies. Other companies and research laboratories in and or dealing with: ACCESS ; ANALYZER ; BILL ; cart ('cartridge) ; EDIT ; EDUC ; NR ; OSC ; pr (program) ; PS-Zone ; Q ; R ; ROUTER ; SCORE ; SENSOR ; SOUND ANALYZER ; STATUS ; TDS ; T ; TILT ; TRACK ; UIP ; VISUAL ANALYZER ; VR ; WA ('walk about) .
-Icons are two / three / four / five+ dimensional. "Designated" parts can only unfold / be present (seen / functional) when icon or part is manipulated: turned / moved (to another ps-zone w/in sw (file)); be handled according to any ("access") W5 criteria.

"Interactive Image" Synonymous Terms:
-Icon = "interactive image" or "K" or "R". Icon / its parts tie to= "designated" functions.
-Function = What u (user) / sys (system) desires (to happen). Functions are tied to icons.

. Futuristic: Three dimensional "images"= move hand / instrument to (nearly) touch the interactive image. Eg: "interact" with front / side / back of image= each side having different "r" characteristics. Also: for simpler "interactive" touch screens.

Applications:

D: u (user) / "Designated" functions = ("interactive images") ~ C =
. ACCESS: Need special icons: U (re-creates / needs) (uip-tailored / specially designed) interactive images. Only u knows how to alter these icons. Icons (and non "interactive images) can only be activated / created / "accessed" w: right hw / SW ('software) / cart / access.

. BILL: design icons "designated" to the billing structure / type client / uip-client.

. CART: u knows which cart ('cartridge) is being used by corresponding "edited" icons. Carts can change icons / have or activate needed icons.

+ "image" = "access'" password.

"Interactive Images" = click on image then ->:
-get definition / explanations / answers to "Questions" / "Educational" session.
-osc states related information
-information given in "designated" language

"MERGE" =

By combining multiple elements= system integrates / syngerizes them= creating a new "image" (barely) distinguishable from the original elements. Elements include: "images" and or their parts or functions.
-System "analyzes" for a compromising where the middle of a road is taken. A type of balance between different directions, eg: if three files are merged, it takes 33% from each, giving preference to those elements causing the least conflict or poor compatibility with the other two files.
-
* (D) Drawing: "Artist" / Altered "Image" output = C ("Merge") = "COORDINATOR" // "CRAWLER" // "CRAWLER'S VIRUS" // %"CUT & PASTE" // "DESIGNATOR" (what's designated is altered by the merge function / designator functions as a form of "merge" function) // "DRAW" // "EDIT" // "GUIDE" // "IMAGE" // "INTERACTIVE IMAGES" // "MULTI-COLORER" // "MULTI-USER" // "SW" // "SYNERGY" // "WRITING INSTRUMENT" .

+ "MULTI-COLORER" = Same as crawler except user controls how crawler moves.
-U has no/minimal control over output of color/images, but u controls where the output is made (where pen/mouse is moved). Differs from crawler which moves on its own.
+-see "Crawler" for all its functions with potential for u (user) to control where "writing instrument" flows its ink(s).
. Read Later D: U = This "Artist"="Multi-colorer" ~ C ('computer) = COLOR // CRAWLER // DRAW (color output = multi-colorer) // EDIT // GUIDE // MULTI-USER // SW // WRITING INSTRUMENT (color output = multi-colorer).
.-functions in any sw/hw "writing instrument".

. Hurdles to gain "access". W5:
-U's Multi-color (a type "crawler") needs to function according to "designated" criteria.
-(Nearby / Sys) observers of accessor see / "analyze" function of u's multi-color= "react" W5 (what, where, when, why and how) u has: exceeded "access" / been determined as a hacker (due to wrong colors being emitted W5).

"MULTI-USER" = Group "interactive" art generation. Each user "edits" each other's "images". See "game". Each party generates own art whereby they can ad [or delete] portions of other's "images" (simultaneously).
. 6B030 Multiple Artist: Done on same or connected computers.
-Teachers, editors, and people down the creative production line can make future changes as well
-Done via: modem, tel ("T") (regular or cellular), etc.
-Each separate person's contribution may be tagged by: different color, or can be separated by any user (just single person's work might be brought up onto display ("S"), or a person's contribution may also be separated by the time or time period in which it was entered. Can also be separated according to type of item entered, eg: explain what was keyed in then have it delete all material afterwards, etc.

. Read Later D: u (user) = This "Artist" System ~ C =
COLOR // CRAWLER // DRAW // EDIT // GUIDE (guides
each u to "interact" / preserve (sections of) other's "images")
// MULTI-COLORER // MULTI-USER // SW ('software) .
+ Same sys can uip-tailor same icon for different users:
("interactive") "images" apply to all / "designated" / "multi-users". "Designated" functions of interactive images apply. Eg:
same basic icon has five variations for each u= w differing
visual representation / function. U can pr (program) icon to be so
differentiated.
.-each u's needed (image) passwords differ.

"REASONS TO DRAW" = Miscellaneous.
+ Gain "access".
+ "interactive images"
-Generate desired "images".
-"game" function (of player; to win): Creating images such as
those of characters and tools. Create those images most likely
to help player win, eg: biggest, brightest, placed in
"designated" location (ps-zone) (in relation to environment's
factors (enemy's attacking / defending points or modes).
-"educ"* (improve drawing / sw abilities);
-"tgh" (creative therapy): % "Access": correct u's "reaction"=
ba determines u= is a legitimate user.
-increase u's creativity: see Intercultural Engineering paper,
and referrals to the paper.
-make art
-"ba"
-"MM": other multimedia
-utilize for applications in: "entertainment", "osc" mixed w/
images, "tgh", other KN (invention) utilizing (changeable) "images".
* Other: help sys' uip better understand u (user) being studied ("ba");
create needed images/designs/image of kn; % compose: designs made
are interpreted into sounds ("visual to sound converter"). (KN)
product's design: external casing; images used in its sw.
-"Entertain" (artist playing).

-Dyslexia Software 5G061.
-Any sw's needed imaging, eg: `User "interface"'; icons;
. "Status": u's status= correlates w= how "images" they see= are shown on "screen".
--Types of status "designated": length of u's usage of system; level of "access"; subject material u (user) is viewing/"interacting" w.
--Values in showing status: shows people ("nr") who walk by u's status= such as for u's level of access; "Educ": shows instructors their student's "status" / "scores"; motivates u to do better= and get= better "scores" (from "educ" / "game" pr).
++--The changing image represent the status of the user. In other words, the Image Effects U's Behavior: (Subtle) differences in altered images influence u. Eg: they work harder to get better images due to its scoring; u (user) is more cautious (instinctively when colors are more yellow, red or orange).
Color change = "nr". UIP influences "editing"= eliciting better "response" from U / %sys (image -> va -> "response").
--"Access": level of u's access "scored" by type "images" appearing (on S / stored on files after they've been accessed).
.--"VA" treats u/sys w (with) "designated" images differently. Sys can treat u differently by their status or score, but via "va" is simply another algorithmic method.

"RESTRICTER" =

+2D100 Movement Restricter: Writing instrument movement controlled (via magnets or pr): Different levels of resistance and ease in drawing can facilitate creative inspiration for abstract art.
-D: pen (magnet) = writing surface = magnets (below surface)
-crawler virus infects writing instrument: `crawler's' virus= having "accessed"= writing instrument= effects how instrument alters/creates images. The crawler / its virus function like the magnets in effecting how writing instruments moves / writes / functions in other aspects.
+ When (W5) pen movement ability changed: u (user) (in "game") goes up

a hill or other difficult terrain; tds: time is running out; battery running out; "game": player was weakened by opponent; ("nr" for) "c" or sys (system) slowing down; type text or pr or color or image or UIP related material; "drawing" "designated" types of art such as one's signature may require a one to one ratio.
--when multiple factors influencing movement occur (simultaneously) pen controlled by: averaged power, lowest or highest influencing factor(s).
+ Type effects: like "multi-colorer"= pen's movement's "reaction"= has (unpredictable) resulting ("images"). U can pr the preferred ratio between movement and interpretation. Different "colors" emitted according to: the interpretation ratio / w5.
.-sw / hardware (mechanical / el) versions (unattached to pc "c").
. Construction of writing instrument: "Mouse": the ball's stickiness changes (by break touching ball w differing degrees of pressure (like car's breaks).
-physical movement by user is altered according to program.
-different pens (operable simultaneously ("multi-user")) have movement interpreted differently.
-ratio between physical movement of pen w (with) how its interpreted: ratio between (u's) moving pen= w how it translates on S has algorithm.
.--Eg: standard can be move 1cm and S interprets at 1mm movement, while slow down can have 1cm physical movement and .2mm S movement, or pen can be empowered to show on S as moving 1mm to 2cm.

p+ 4J050 Mouse Restricter:
Ease in moving mouse is restricted as a guidance system. Mouse's movements are harder to maneuver when it enters into undesirable area.

. Hurdles to gain "access". W5 "Restricter" (can) function:
-Passwords may alter how "restricter" "restricts"= (changing what can be accessed W5).

-Results / function of "restricter" determine W5 can be "accessed".

"STATUS" =

+ "Edition" shows status of situation: type subject matter / nr / "routing" shown by how images are "edited". Value: requires less text explanation cluttering screen. See: IMI's "Score", "Status".

. Examples of what "editions" represent:
-amount of shadow shows how much additional information in db is available on the "interactive image"; color shows subject; multiple colors like blue and green or blue-green (mixed) show a combination of status' eg: subjects.
-direction of shadow can show on which side or area (of s) u (user) can find: applicable information, icons, files.
-possible functions of "interactive image".

. "Status" (D) Drawing: "Artist" / "Image" output / "Status" (of "artist" feature / how icon interpreted by (u)) = C = "COORDINATOR" // "CRAWLER" // "CRAWLER'S VIRUS" // "CUT & PASTE" // "DESIGNATOR" // "DRAW" // "EDIT" // "GUIDE" // "IMAGE" // "INTERACTIVE IMAGES" // "MULTI-COLORER" // "MULTI-USER" // "SW" // "SYNERGY" // "WRITING INSTRUMENT".

. "Status" D: U = / "Screen" / "status" (Anything that can be "designated" by these functions can have a corresponding "edition"; W5 part is being used)~ C ('computer) = ACCESS (W5 is accessing); ANALYZER ; BILL (if function is being billed and at what rate (w5)); CART (which cart is used); EDIT ; EDUC (what information can be learned (*W5)); MULTI-USER (who's using system W5); + NR (what needs attention w5); OSC* ; pr (program) (w5 can be programmed); PS-Zone ; Q ; R ('remote control) ; ROUTER ; + SCORE ; SENSOR ; SOUND ANALYZER ; STATUS

; TDS ; T ; TILT ; TRACK ; UIP ; VISUAL
ANALYZER ; VR.

"SW" = ("Artist") software; program.
"sw"; "pr"; "cart"; "editing" program; %`crawl'; % `crawler's'
virus; %multi-colorer.
. Read Later D: u (user) = C ('computer) = SW Controls / "Guides" =
COLOR // CRAWLER // DRAW // EDIT // GUIDE //
MULTI-COLORER // MULTI-USER // SW ('software) // WRITING INSTRUMENT.
-"designated" "sw" = "cart" / "access".

"SYNERGY" =
Synergistic effects of "Artist" parts:
Multiple parts can work together to create results different from
what would be created had they functioned (more) alone. Eg:
Writing instruments:
-Movement Restricter. Restricts: (automatic) edit mode by:
slowing down / reducing available editable options, eg:
"coordinator", "crawler", "cut & paste".
-Multi-colorer: W5 (what, where, when, why and how) u (user) "cuts & pastes" determines resulting
"color" / how images are "coordinated".
-Crawler: "cuts & pastes" / "coordinates" along its wake.
-Color sticks: insert into any writing instrument or edit mode.
Stick becomes primary or secondary... color (in color
coordination schemes). Effects colors in newly created "cut &
pasted" images.
* Bouncy: controls how edit functions.
-"synergy" = "access"

"TILT" = See "Writing Instrument".
Each angle of "tilt" correlates w (with) associated functions: type
color; thickness or darkness of color.
"USER" = Artist; drawer; user; tilt = "writing instrument".
% person being effected/shown created images; % u being analyzed

by "ba"; % u (user) trying to gain "access"; % observer (of images (being created)).
-see "tilt" = "access".

+ Magic pen: KN. Can "draw" while in bed, bathtub, etc.
+--shocks from moving automobile are not transferred to "writing instrument" / "mouse"= "sensors" judge "vibration" level from outside sys= and compensate when interpreting / "sensing" how "writing instrument" is "drawn".

"VISUAL ANALYZER" =
(With the absence of correlated codes) "VA" analyzes "images" (created by "artist")= and "reacts" as "designated".
-Values: can save the need to write / generate additional codes (for what color is / stands for) - this saves human labor time in entering or creating the information, and space on computer, assuming the "image" / "color" are already there anyway.
+-Patentability issues: when color or images represent something= the VA ('visual analyzer) is another (though less efficient) way of sys' knowing / tabulating ("artist's generations) wo the codes.
+--"Access": Additionally this may serve as an "access" hinderance for hackers wo the codes nor "designated" "va". A new way to store c data.
--suggests what subjects are missing via "va": subjects labeled by "images".
-see "VA" = "Access"

"WRITING INSTRUMENT" = Mouse, stylus, "tilt".
"Mouse"; "R"; (El) pen or brush; "Computer's" cursor; % "Crawler"; "Tilt".
=
5A130 Color Sticks For Computer Drawing Pad: Simplifies "C" graphics system for children. Child inserts plastic piece for the desired color.
-Insert one of many colored crayon shaped plastic pieces activating the desired color.

-select the color stick you want, insert a third of the way into the slot, and move around this joy stick to create the shapes you want. For a different color, select another fun stick!
*-use many colors in your picture
*-can print out pictures
*-base of device has other programmable functions
-design with joy stick also [joy stick might take color "inserts"]
--system identifies the type stick via: small differences in shape at the connection point; or light, electrical, etc frequency emitted at the time it is plugged in.
O-one stick might have ability to create several or all colors. the color selector might be from a key board, or switches on the joy stick. This is simpler, yet maybe removed from the saleable idea of one color has one stick.
-OTD: "S"; "C"; pp; mp; uk; mouse; interactive%; educ; toy; basic; entertain; exercise of creative skills; portable; sst; printer; "M"; bp; sp; alerter; osc; egh; score; tgh; md; cart (colors, graphic possibilities, how movements can be interpreted and altered, etc); cp; uq; pi%; character; clap.
%-"Tilt": differing parts mentioned can also act like a r
-"cart": item one might insert for getting additional colors / "artist" functions.

. Manual version of "Writing Instrument" (for "Crawler"):
-the ink flow-through parts of device can be: switched / replaced. This helps if a pure alternative color is wanted quickly; wear and tear; for cleaning...
-this has both mechanical and or electronic versions
=
. Read Later (D) Drawing: U = "writing instrument" ~ C = COLOR // CRAWLER // DRAW // EDIT // GUIDE // MULTI-COLORER // MULTI-USER // SW .
=
. Ink flow for sw / manual versions:
+ ink (looks like it) flows out through one/multiple sources (simultaneously). Changes in color happens (gradually).

+ ink flows out through (one) source. Changes in color can happen gradually/abruptly. Point of flowing out on SW ('software) version is represented by an image: cursor / pen / brush / spray (can/nozzle) / finger / *tail / computer mouse [fully depicted on s] / (rolling) ball / animated character (from its writing instrument)

-* can have two or more ink heads working simultaneously, each with own or separate "brain" that decides when and how colors change. This allows creating of interesting rainbows. Colors can change at same or different times.

--each side of pen has different color at one time

-can have image of two or more ink heads working simultaneously, each with own or separate "brain" that decides when and how colors change. This allows creating of interesting rainbows. Colors can change at same or different times.

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+3C-290 Bouncy:

How object is played with triggers corresponding signals. Multiple "sensors" are activatable simultaneously according to the extent of pressure and or area(s) of object were manipulated.

-How manipulated: Roll it. Buttons / Joystick ("Tilt"): press or rotate or bend or twist. All these actions trigger art creation. In multiple shapes and sizes, eg: ball, rectangular prism, cube. Squeeze or twist: triggering signals according to what tiny "sensor(s)" where simultaneously activated (under the cushioning. Drop or throw: different levels of impact create corresponding signals.

-Interpretation of manipulations: Differing (simultaneous) signal generations W5= corresponding result. Consecutive triggering of (same) sensors such as via bouncing can have differing effects (from subsequent near time triggers).

-SW Versions: Bouncy object is on s= u (user) manipulates it= w "writing instrument".

--(standard) mouse: activates bouncy to behave (automatically) upon u triggering desired behavior's icon. Bouncy can function like a "crawler".

-"Game": move character by manipulating bouncy (shaped as doll).

-Patentability issues: Similar to: "VR", remote control of robots. Maybe applications and unique signal creating modes are the patentability issues.
-like a puppet bouncy can be used to control any "R" listed control function. Examples: move a 3D doll.
.-Device transmits via wire or air waves
-Insert different items, eg: plastic sticks, and move about when inserted.
-D: Manipulate any object's "sensors"= in any way= and its resulting signals= are interpreted as "designated".
.-related to 5A-130; reference to this KN made in "R". (related description probably included earlier).
.--According to type item inserted, different graphics created. Receiving device identifies the inserted items by their: bar codes, "C" magnetic tape, shape... People can buy such additional pieces separately from the main unit.
.--Insertions might also have software inside it, or come with a separate software disk insertible into main unit
.-Ap: graphics generation, toy, acts also as standard "C" mouse; paper weight; decorative piece; can be in shape of interesting objects: doll, animal, creative machine, car, plane...
-OTD: new type of Rubics cube; game; is "R" control device which also activates other household appliances and entertainment systems; "R"; "S"; "C"; pp; mp; uk; mouse; date; tds; interactive; educ; toy; all; game; entertainment; portable; printer; "M"; can be a small "C" by itself, with own "S"; bp; osc; vc; score; tgh; egh; md; cart; cp; uq; mq; access (for the fun of it); uip; character.
=
% 3C-310-083009 Disk Art:
Spinning disk lets user dab on colors to create wonderful art color shows.
-Done manually with real ink
-on "C" using mouse to dab the color..
--can also have spinning object (two or three dimensional) that get ink as they spin around. The three dimensional objects might also spin on their own access - like planets in universe.

--can have all (non spinning) types of movements creating colors
-computer version lets people merge colors too...
OTD: "S"; "C"; mp; pp; mouse; toy; printer; "M"; score; egh;
character.
-sw version.
-disk can start and stop at pr (program) times/speeds= enabling u to dab
paint= so there's less than complete circle painted (like
dashes).
-`crawler' stays motionless altering image on disk= while disk=
moves.
=
* R39-10 Finger Art: press fingers along screen to generate
desired effect (images; commands (touch control screen): certain
sections of screen can be for commands, other sections for other
purposes: "s", touching to create images, etc)
-bring up past images, then edit/alter via standard graphic
modes^: cut and paste; in/decrease size(s)
-D: user = touches/keys in = s = c = printer/*osc/desired
function
-OTD:
ARTIST:; CAMERA:; CART*:; COMPOSITION *:;
ENTERTAIN:; K:(r*); MFH:; MORNING**:; MULTI-USER*:;
NOTIFIER:; OSC:; PR:; PRINTER*:; PS:; Q*:;
S:; SCORE:(tds); SYNTH:; TEL:(tr); UIP*:; WA:.

-SW version of: Revolving Receptacle: holds everything, eg:
pens. U clicks= via "mouse"= desired writing instrument /
"editing" mode.
[Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On
File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555
Fax 800 842-2725; p. 9]

. Hurdles to gain "access". W5 "Writing instrument" (can)
function = "access".

Additional ways to play artist:

-"Restricter": electric cord of actual 3D tool can be represented by how far tool can reach around on S (as "designated" / so as not to negatively effect certain (important) elements. Tools wo cords are more mobile / w (with) fewer "restrictions".

+ Vacuums / Fans: Clean up unwanted (loose lying) scraps / elements w= vacuums. p77, 63. Especially for sub-images that aren't firmly fixed w/in larger image. Eg: va determines that loose leaves or paper or dirt on lawn can be blown away or sucked up wo damaging rest of image, and results in rest of (lawn) below becoming visible. (Then sucked up images can be: collected / "merged" for "cutting & pasting" elsewhere.

+ wheel barrow / pick up trucks = "cut and paste" (taking and dumping)= then u (user) must "edit" from there in more careful manner. p68. Paths traveled may leave interesting marks / "trackable" mark so u knows what was "cut & pasted" W5 (by age of track marks).

-textile clothing / helmets (worn by "character" = *"game") protects them from: colors / "images" / "crawlers" (going astray (hence lose fewer points)).

-heaters: makes (semi) frozen "images" / "crawlers" more mobile / functional (up to its full ("access") abilities). p77

-screws / nails: the stronger the longer / W5 images are "*cut & +pastable".

-concrete mixers: pour into (3D) molds created previously by U= making new "images". p79

-thermometers: shows "status" / "score" of images. p83

-tape measures / calculators: size of images (for "coordinator"). p83

-(metal) detectors = va's seeker: seeks "designated" images.

-engines: power of tool associated w (with) type engine used. p88

+ Brush: "sensors"= on image input tablet (kn)= s brush strokes.

% Also: brush may have material (chemicals / electro charging elements / small hard objects / tough bristles / wire) whose presence is more readily sensed by "sensor".

File: Art \ Ar-Write

ART-WRITE PART:

Software for teaching dyslexics and young writers how to write.

. Image input writing tablet:

-What user writes is represented on the "screen" after it was quickly "edited".

-in other words: as u writes certain letters= ocr (optical character recognition) automatically "edits" "designated" characters. Enables writer to better read their material / see how dyslexics will read their material.

+ Writing instructor:

Teaches people to write correctly. Alerts for dyslexic or poor handwriting. Saves from having to pay teachers to read material for corrections.

.-D: u (user) = "writing instrument" (stylus = image input tablet) = VA ('visual analyzer) (optical character recognition) / "guide" = nr: whenever u (user) writes a non-standard letter, word, %phrase.

-D: "Artist" / "Image" output = C ('computer) ("Visual Analyzer"/Optical character recognition / Dyslexic sw) =

+ "COORDINATOR" (compares past w= present (written/read) errors -> UIP-Tailor / "guide") // "DESIGNATOR" // "DRAW" (writing "images") // "EDIT" (what's written= is "edited") // "IMAGE" // "INTERACTIVE IMAGES" // %"MULTI-COLORER" // "MULTI-USER" (has different "educ" program) // "SW" // "WRITING INSTRUMENT" .

-UIP-Tailor: System tailors itself in teaching student to write according to their poor abilities. In other words: this system "visually analyzes" student's errors= then develops UIP-DB= for UIP-Tailor, so SW ('software) tailors itself to user.

-BA: handwriting "analyzer": [KN from A, B or C Dir] -> gives behavioral prognosis (possibly related to reading/writing problems).

-Type handwriting taught in any language. For learning: non-dyslexic writing; good calligraphy;

-See: + "Artist's" "Guide", "Artist's" "Restrictor".

. Other troubles sw teaches:

.-left hand writers who need to make their writing look as if it were from the right hand.

+ NR: Software shows how letters should have been written by superimposing the correct form in an alternative color over what was written.

.--In other words: How sys (shows needed) correct(sions): in a different color= sys semi super imposes where the pen should have gone= while showing what was "drawn".

.-poor handwriting style defined as: if u presses too hard or too lightly (in uneven manner) = nr W5 (what, where, when, why and how) was done incorrectly; written letters too big/small/unevenly written; illegible (though VA ('visual analyzer) might be able to read); too quickly written (hence illegible).
-NR prompts slow writers / readers to go faster. "Score" beeps when u (user) is too slow. Rewards user when their writing is good via positive "mood" in forms of: osc, text.

US Patent Search Strategies:
-str: (software* or program*) and (teach* or educat* or learn* or instruct*) and (write* or writing* or draw* or paint*).

-* US Patents: 4138719 4972496 5365598
-5486122 Autonomous wearable computing device and method of artistic expression using "game": Educational devices using process-oriented educational methods are disclosed to prepare children for 'interactive/'adaptive keyboarding. The device includes sets of gloves and indicia applied to fingers of gloves to provide pictorial representations of the keyboard.

File: Art \ Ar-Cause

PART: ART - CAUSE
What Is "Designated" As Needing "Editing" & Why:

Miscellaneous things that are "edited":
+ Numbering: Some numbers dyslexics may have trouble with: number (digits, eg: 3 versus 8, 2 versus 7, 6 versus 9, 5 versus 6, 1 versus 11. .--Eg: left portion of 8 would be bolder than right side, and likewised for bottom of 2, and bottom left of 6; the digits of 11 would be seperated a bit more than usual and maybe each digit is made to look slightly different. Commas might be boldened, coupled with greater spacing between each set of three digits.
-Time pieces: clock's time face: digital or dial [mark shows/reminds u, which side is right and left, * which top and bottom], numbers are "edited", or not used at all.
--Other alterations: shapes of face or dial; their colors or textures. Make easy for children and dyslexics and sight impared. Each hour can have different shade in background. See KN's smell clock in 5J.
+ Color blind: helps teach color blind people to better identify between colors. Examples: text versus background colors are those giving reader difficulty; "games"/exercises test/remind u that red lights at stop lights are above the yellow, with green on the bottom; street stop signs are shown in colors other than red, so as to be more effected by their shape, and common locations on corners.
--degrees of shaded differences (as experienced by color blind subject) are altered (over time).

UIP [User Information Programming]: System identifies what needs 'altering after having "analyzed" user's previous behavior pattern, such as their errors on computer. This is an example of what portions of software that may be too difficult to develop for its earlier release versions.

-"Edit" / "Route" locates certain terms of special interest to user based on UIP = intern sys will highlight such chapters (w/in text's menu) / paragraphs / sentences / words / letters / image(s).

-system decides (based on uip) which words are important for u, eg: "cherry tree" is marked in cherry red while remaining text is all one other single color (white, or grey, etc.), because reader operates an orchard or likes cherries.

+ User selects words they need help with: U develops file(s) comprised of text they have special problems with (above and beyond how their sw handles images). Eg: common word processing sw has ability for u to include new words for their spell checker, but this file is used as a seeker= then edits.

"Education": Difficult images are used more frequently= giving reader more training and experience. Via sw's thesaurus= words are replaced with other similar words (even if it can be slightly awkward). Alternatively, difficult images are replaced with easier images (if user is being over whelmed).

"Designating" which words need "editing":

System decides what needs altering to help each user according to their own problems. Software searches for designated letters/words (according to UIP / PP), then alters targeted "images" accordingly.

-UIP: if system determines u is making certain mistakes it will "edit" "images" as "designated".

--.Examples for how sys determines u's difficulties / "score": sw's spell check shows they incorrectly replace certain letters such as <Better> becomes <Detter> (when they type = K); UIP questionnaire / sw test: determines type problems U has.

-.Speed reading sw (KN) shows reader is slower at certain points which are what are (already "designated" as likely dyslexic) problems.

-Possibly all difficult letters throughout text may not get edited to ease the dyslexic's reading ability. Only elements highlighted for whatever reason have chance of getting additional contrasting / highlighting for the dyslexic.

END MAIN PART OF ART-CAUSE

File: Art \ Ar-Crawl

ART'S "CRAWLER" FEATURE

+ <4, 4, 4, 3 $(if hw n)> AR5-1C310 Software Multi-colorer:
Device decides when to change color. Multiple triggers cause the automatic color changes. Screen color changes can also signify status of situation, eg: level of access' security clearance. One's "entertainment" abilities change according to external criteria: game's characters; "composing"; "tgh".
-In pen or "artist" software versions.

+ Causes: Externally generated causes for color changing:
-"Score": U's "score" correlates w color mode. Type scores: "game"; grade given to their (previous) "educ" examination.
--U's score color enables other players to know U's "status" which can include additional powers / "game's" character's abilities. Game characters of differing colors can gain or lose a notch in their color hierarchy if they are able to touch each other, eg: lower color gains a notch while higher drops a notch or dies.
-"Access": u's access status correlates w color (on "s"). -whether u is a customer / employee / vendor / student. Their level of value: height in organization / volumes sold or bought.
-Punishment: sys punishes hackers by changing color accordingly for designated time thereafter hacker's computer is turned on. % Also applies to c of hacker in distant location. Poor "scores".
-Danger levels: eg: yellow is more used when u is dealing w dangerous (u's location w/in "c" is where chemical / research accidents are more prone); sensitivity of information (level of secrets have corresponding color codes).
-Subject matter: of db; type sw utilized.
-D: U = This N Sys (causes for color changing) ~ C =
ACCESS () // EDIT (type editing mode used by u/sys) // NR (type of nr = type color shown) // PS-Zone (zone of applicable people/elements) // *Q (type q u asks) // R (whether r is or isn't being used / of if activated) // ROUTER (how something is being routed) // SCORE () // STATUS () // TDS (timing of occurrence results in corresponding color) // T (whether "T" is/was used: if info was obtained from internet) // TRACK (type activity of tracked person/object/element/process) // UIP (whether activated or not / if uip was used to achieve current scenario (q, information). 'Customizes the 'artistic features.).
-user programs or manufacturer programs the time interval between each color (interval can be in: writing time, time ink is sticking out ready to be used, amount of ink used, etc.); or decided by random (with a minimum and maximum period for each color)
-time pr (date): user programs or manufacturer programs the time interval between each color (interval can be in: writing time, time ink is sticking out ready to be used, amount of ink used, etc.); or decided by random (with a minimum and maximum period for each color)
. Subject matter: different types of information / db / functions have corresponding colors. Quickly lets u and onlookers know that general nature of subject matter. "S" can have multiple colors, each section/color designating differing subject.

-identity of communicator: person / company / department / country / male or female / age / level of seniority or influence or value.

-suggestions for u: System "analyzes" possible interest (uip) for u to "route" himself into other subject matter, eg: additional ideas that are related to what u is working on; u should type more quickly (see KN: u's typing speed "analyzer" and= "nr"); time left for user to use system ("tds").

-know the day / time of day by the color.

-"game": winning/losing points results in changing of abilities/colors.

Effect (color) changes have / (Color) changes signify:

. "Game": Functions change.

characters' weapons / weapons' type emissions change color and function accordingly. Each play / their character needs to adjust to the changes (quickly), requiring agility. Player can has one or more characters. Examples:

1] Attacking Mode: red bullets kill then-> bullets change to blue and can only name other players -> requiring shooters to change their shooting and overall play/movement/offensive/defensive patterns accordingly; each player may have differing colors, changing at different times. If color changes occur wo prompting, player might avoid being far from defensive cover while they're in offensive (red bullet) mode.

-other attacking modes onto other characters/players: (temporarily): immobilizing others; changing their allegiances to attacker; activating (booby) traps; activating dormant attackers helping player.

2] PS-Zone - type barriers change: what it protects against; changing distance attacker needs to be from target to attack; location of barriers; buffer surrounding character where ever it is (though buffer might not be effective in designated zones (ps-zones). (Attacking) powers of characters change in designated zones. Color of zone can change. Character or their weapons change color resulting in= effect each zone has on it.

3] Character's movement modes:

=

. "Entertainment" D: U = This N Sys (Effect externally controlled changes have on designated functions) ~ C

=

ARTIST () // BALANCER (degree to which sounds are from left or right side) // CAMERA (direction camera is pointing) // CART (each cart has differing pr to effect changes) // COMPOSITION / DANCE = (u's ability to compose altered, eg: each k / sw icon changes its sound generating abilities) // DB~UIP = (sys brings up data as designated, eg: names of famous people; points in history of world or u; related facts) // + EDIT (u watches= sys alter images) // EXERCISE () // GAME () // MD / MOOD () // MOTION SOUNDER () // MULTI-USER * MM / MULTIMEDIA () // NOTIFIER () // OSC () // PS () // R () // SCORE () // STATUS () // SYNTH () // TGH () // TILT () // TOY () // UIP () // WA ().

=

. Image selector: "va"/"camera" brings up images on s for u. Images (periodically) flash up (inspiring u's creativity; giving related ideas). Examples:

-u is drawing (many) circular objects while in the "artists's" advertising idea writing sw program= then sw selects related images= eg: bubbles, balls, balloons, lady painting balls, girl in polka dotted dresses (with balls flashing)...

-u drawing any images= then sys scans u's room in random fashion= showing images onto s.

=

"Edit". U ("interacts" w / "entertained" by) = sys alter images/sounds/(flashing) lights/other effects via:

-u/sys pulls down `scroll' over / clicks on image= which is subsequently altered according to designated pr.

-all or portions (always) changing

-how designated element(s) or portions are altered by: color; changing size of all/separate pieces/sections of screen; replacing portions; switching portions; slicing (merging slices w slicings from other images); empty gaps created (allowing u to insert images / draw within).

-synth: changes according to uip preferred synthesizing mode(s).

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+ Crawlers:

-`crawler' alters image as it moves across image.

Image altering point moves about image in forms of: scrollers;

-shapes of crawlers: big/small dots/blocks/other shapes; donuts; broom type images/icons;

-how crawler moves: packmen (from late 1970's video games); falling / sliding objects/snow; toy vehicle's track marks; trucks dumping images at designated location(s); snake; any other mammal/reptile/bird/fish/insect/micro-organism/other moving organism; how plant grows (excessively); shadows or prints made by anything (KN image (generator)); "tilt"; "dance"

-Influence original image has on subsequently= altered image(s): crawler extracts designated elements from original image, eg: changes circular elements to polygrams, blues to greens, dots to larger blobs, changes only shell / perimeter / center of original images.

--both crawler's function and characteristic of image feeding into crawler both independently / simultaneously / synergistically= effect altering process.

-Crawlers merging:

--one crawler can= crawl upon= another crawler resulting in:

a newly generated crawler / merging of all or some of crawler functions (to an exponential power) / canceling out of any touched/untouched crawler

--like magnets they can +tend (via fuzzy logic) to attract / repel each other (in terms of chances they'll merge / touch). Other aspects effect abilities / chances of crawlers to "interact": type pr / u's moving around sw / moving of crawler (by sys / u).

-Computer viruses: `crawlers' crawl throughout designated pr / digital images / s, on designated computers / systems (of targeted systems). Examples:

---used in "games": attacking opponents' territories/functions/crawlers/attacking abilities/drawing abilities. Eg: a] player #1's crawler goes across / penetrates / destroys player #3's wall ("access" point) allowing player #1/#2

to more readily enter ("access") = intern doing designated damage (limited by crawler's functions). b] knock out opponent's "game's" computer system's designated functions. c] means of mobility (moving about pr / cursor): drawing / movement of crawler / speed of "game".

---"Access": `crawler viruses' may: crack passwords; lock out those w correct passwords by accessing and in process change password against former legitimate users

---Box holding virus: player can open pandora's box for corresponding desired virus, though virus can attack opener if opening player isn't cautious or if opener has bad luck (due to crawler's being controlled by external circumstances). Crawler might have abilities to open these pandora boxes and be negatively effected as well.

---crawler is shown in color / osc mode how virus effects target, eg: targeted computer turns red (shuts down), or turns blue (slows down / limited functioning abilities).

---crawler can also function like other existing (harmful) viruses (but in playful "game" mode). Patent search str: virus* and (imag* or pictur* or visual*) and (computer* or software* or electr*) not (blood* or cell* or organ* or medic* or liv* or life)

--Used only under legal circumstances! Use this patent application filing as additional grounds to punish malicious computer hackers!

-Crawler D: U = This N Sys (each type `crawler' (and its variable functions) controls / is controlled by) ~ C = CAMERA ((panning lens) sends images to screen) // CART () // COMPOSITION () // DANCE () // EDIT () // GAME (crawler effects game functions, eg: attack modes / how player's territory designated or protected) // MOTION SOUNDER (sounding device alters according to crawler) // MULTI-USER (each u generates/receives different type crawler) // MM / MULTIMEDIA () // NOTIFIER (how it notifies) // OSC (how it sounds) // PS-Zone (each zone effected differently according to type crawler and in what mode its in) // R () // SCORE () // STATUS () // SYNTH () // TILT () // TOY () // UIP () // WA ().

-pen / other writing instrument: functions like `crawler'

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. Was 1C-311:

"C" version: The color of commands automatically changes color without prompting. This can be fun and valuable for the artist that likes making spontaneous, abstract art. It ads a new dimension to the making of art.

.-Can develop sw images of many types (to draw), eg: ball point, felt tip, lead for mechanical pencil, chalk, pastel, certain types of existing durable paint-like brushes, etc

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Misc:

-* NR: user is notified when color changes via: a light, click of mechanical parts, or sound; or sees color change on "s".

.-manual version also: too expensive since market wants lower priced unit.

.-This can be fun and valuable for the artist that likes making spontaneous, abstract art. It ads a new dimension to the making of art.

.-Can be electronic device which changes the color of ink (ball point, felt tip

--* lead for mechanical pencil, chalk, pastel

*-certain types of existing durable paint-like brushes

-related to: 1C-311.

-* user is notified when color changes via: a light, click of mechanical parts, or sound

.-user can also request when a color is to change

.-device uses single colors, and or blends desired colors as user selects

. D1: SW Version D: 1 u -> 2 c (cart) = 3 sw = 4 pen / 5 altering images / printer / m / uip = 6 ink / 7 creating images.

. D2: SW (Software=C) D2: 1C310 Software Multi-colorer =

+ACCESS ()/ +ARTIST ()/ CAMERA (c imports (and alters) images from (attached) camera / digital data of images on disk or via tr (from m/cart/sw))/ +CART (sw: imaging abilities; database of images)/ *COMPOSITION (images (created) -> converted to sounds (osc). Sounds (created/imported via tr or cart) -> converted to images. Images/sounds can be altered at any step in the flow processes.)/ DATE (tags files; date is one of the elements that influences sw's analyzer (w5 colors change (automatically)))/ S ("interactive" touch screen; c=s=sw adjusts to type s in usage, eg: better visibility)/ EDUC (increases creativity; see paper titled "Intercultural Engineering" and other material on increasing creativity; helps u loosen up (their creativity); helps user try new things / helps user feel experimental / helps user let go / lets user enjoy surprises; helps u try to control their thought process less; merging of sw/graphic modes. Creates an interesting `transcending beyond the predictable' mode sparking creativity.)/ K (control sys/pen)/ M ((image) database)/ MIC ()/ MO ()/ MOUSE (pen)/ MQ ()/ MULTI-USER (preferred style (uip) of u lets sw better tailor to each's preferences)/ NOTIFIER (pr amount of time before color changes or other occupance happens; if quality of work may be of poor quality and or difficulty in printing out; lacks enough ink of particular color in cartridge before u: tries to print / expands image)/ OSC (nr)/ PR (artistic style, eg: u prefers water color / oil / Rembrandt / classic / collage / abstract mode(s))/ Q (help menu)/ R (pen: while in bathtub/car)/ *SCORE (quality of art = visual analyzer; for test purposes; for psychological testing or uip)/ SENSOR (level of pen's (stylus, pressure on key pad (k)) pressure)/ SOUND ANALYZER ()/ SPEECH ()/ STATUS (# images (in database/completed))/ *SYNTH ()/ TDS ()/ U (artist, observer%)/ UIP (data collection; personalization)/ VISUAL ANALYZER ()/ VR* (draw while in vr mode)/ W5 (uip; personalization of sys (uip)).

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-Footnotes: display ("S"); "C"; pp; mp; uk; interactive; each color when used triggers a different sound, blended colors blend the sounds; educ; toy; all; entertainment; art exercise; portable; bp; vc; egh; score; tgh; md; cart (colors, sounds, functions...); cp; uq; character; according to type sound the color generated changes.

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. US Patents - 12.95 bib disk:

-str: (pen or pens or pencil*) and ink* and color*

% US Pat: 5412021 5411344 5376958 5368405 5352051 5306092 3552867
-str USPTO's WWW 1977-6/96: (image* or pictur* or color*) and (software* or computer*) and (chang* or random*) and (draw* or paint* or brush* or gam*) not (data or document* or simulat*)
-Image(s) that can change color(s). All or designated parts of: drawings / "camera's" pictures / text. Sys can effect colors on all of or part of: "s", printings from "printer", data transferred to: floppy disk / another "c" or "m".

. Writing instrument:
-width(s) changeable for: `crawler'; what is being drawn/changed. -US Pat 5325110 Multi-control point tool for computer drawing.

. Benefits from changing colors:
-others (co-workers) know the level of access given u, hence easier to catch hackers w excessive access.

. The color change triggering effect also causes following occurrences:
-"OSC": diverse sounds. Different sounds connect to differing triggering factors.

+"Crawler": "Cut & pasted" element becomes a "Crawler": Alters what or W5 it touches or "interact(ed)" w.
-This is one method for creating "crawlers". U selects from menu of possible crawlers= cuts & pastes= then may "edit" "crawler"= to function as desired (by u).

END - PART: ART'S "CRAWLER"

File: Art \ Ar-Educ

TEACHING PEOPLE TO READ (NEW VOCABULARIES)

File ar-educ
Software for teaching the young to read: Helps guide readers into more and more difficult text. The purpose being a gradual introduction to more complex text, saving the teacher's time. (Patent searches on application for young children not conducted.). Also see "Education", and Encapsulation, and Speed reading.

Our software scores the user's perfomance, and adjusts itself to the user's improved reading skills they've picked up by using the software. For example, it will stop accentuating certain new words the reader has learned.

+ Teaching the young to read:

Text has applicable images next to certain words. Eg: picture for house adjacents the word 'house'. Picture can be same size as (large size) text; or number next to word matches number next to picture elsewhere on screen or printed material.

-system learns number of times user has come across such words (on the sys).

.--system or human teacher allots # times of viewing text balanced with complexity of word.

-Weaning: After designated occurrences of said word / concept, pictures may no longer appear (weaning reader off assistance).

D: (Young) reader = "Artist" / "Image" output = C ("Analyzer") = "COORDINATOR" () // "CUT & PASTE" () // "DESIGNATOR" () // "DRAW" () // "EDIT" () // + "EDUC" // "GUIDE" () // "IMAGE" () // "INTERACTIVE IMAGES" () // "MULTI-USER" () // "SW" () // "SYNERGY" // "WRITING INSTRUMENT" ().

Pat search strategy:

-kw: dictionary, word's defintion

-str: (software* or program*) and ((definition* or learn* or educat* or teach*) near9 and read*)

US Patents: Programmable question and answer device 4118876 *; 4579533 Method of teaching a subject including use of a dictionary +; 5180307 5218537 3999307 5421731 Method for teaching reading and spelling 4083120 4138719

File: Art \ Ar ReadHelp Intro

PART: ART'S READING HELP SOFTWARE

5G061 Reading Assistance Software: This file is a subset of the file titled: "Artist - Edit". <3, 3, 4-pat-sw-version, 1.5-mk, 3>

General Information:

+ New words receive special "editing" attention:

-What's designated: Sys seeks words which are "designated" according to: subject; newness (to u, field of study (new idea)); difficulty u has had in past occurrences as "analyzed" by (test's) "score"; what u or his supervisors determine he should learn / "interact" with (for more experience, "educating" himself (in its multiple uses and contexts)). What "educ" / "router" / "mood" / nr: "analyzes" needs learning / attention.

-Wean user off this editing after they've seen word designated number of times. The more characters in word / type subject determines number of times u reads it in "edited" form, w/ eye catching modes diminishing each time they've read or written it.

-However, the level of special attention can be varied, or non-existent.

-User can at any time point click on the problematic word or "encapsulated" paragraph and view corresponding picture. In such case, the sys (might) continue to show picture for such word certain # times more.

-this learning to read application is simply an example of how sys tags (UIP-db, matches) certain material (words), next "edits"/alters it accordingly. SW search and replace.

-.sw has (invisible on s) slot in which image can appear / change.

-click on image to get: osc verbalizing what picture or text represent; video program; any other system triggering one of u's five bodily senses (see kn).

+ Teaching the young to read:

Text has applicable images next to certain words. Eg: picture for house adjacents the word `house'. Picture can be same size as (large size) text; or number next to word matches number next to picture elsewhere on screen or printed material.

-system learns number of times user has come across such words (on the sys).

.--system or human teacher allots # times of viewing text balanced with complexity of word.

-Weaning: After designated occurrences of said word / concept, pictures may no longer appear (weaning reader off assistance).

Weaning:

Weaning User off of the reading assistance system. Like learning to bike first with training wheels, then they slowly removing the extra help.

-the accentuating modes of designated text, might be reduced over time. This reduction can apply to all / most difficult words.

--"Designated" words w/ good "scores" showing reader doesn't have (much) trouble can be weaned more quickly.

-weaning off process is controlled: automatically or by u / by guardian (doctor) or teacher or uip*.

-if user is having a bad day [difficulty reading], they can alter the degree / type of differentiation sys makes for (previously / newly) designated text / other problems.

-(In normal text) images might be boldened or underlined, herein the same can be done, with additional changes to its shadows, etc. Replaces other "editing" modes.

. Sporadic Changes. Problematic letters are sporadically designated differently from remaining letters/words/text. Examples: every third problematic letter so handled; special handling handled via random (sw) process.

-same type problem might be designated differently in different times/situations. Eg: confusions between letters b and d can be green versus red; and at other times white versus black.
-TDS: differing days problematic letters are represented in differing colors. Value: user doesn't expect difficult letters to always be so represented, eg: for reading newspaper, etc. where such 'assistance baggage' may not exist.
--sys helps wean u off of the assistance sw.
-helping wean u off of this n: any difficult letters/words might simply have differing typeface or color, so there are two modes, normal appearance and second appearance which isn't different vis a vis the other difficult letters/words. Helps u to be extra careful when coming upon potential problem.
-the window size [via which text is read] can be made as small or big as desired, while any of other features can show up within this window on S. 5G060.

Exists:
Dyslexic's Software: All it does is highlight one word or sentence at a time. If reader has trouble, it will verbally (osc) announce it. Existing product called: Click-Reader from CAST for US$20.
-if word is in larger print (headline)/italics, it will read material in louder voice.
-Click-Reader: Reading template for any text and pictures. Includes customizable auditory supports for decoding, visual tracking, and organization.
-manufactured by: CAST - Center for Applied Special Technologies. 508-531-8555. 39 Cross St., Peabody, MA 01960.
.-Related patent: US Patent No 4875432: color on "score" board changes when the score is tied in (volleyball) "game".
.-(The level of "score" / "status" effects the type of color change found on S / Nr of any product / sys; eg: 7G)

Software showing nature of situation simply by way it's edited, saving screen space from excessive text.
-Also see the seperate file + "Artist's" "Status".
-Nature of problems represented in how images altered: type of dyslexic or young reader's problem shown by type "edition".

"Score":
-"Educ": system can have timer and or other electronic analyses for how user's reading skills are improving, eg: ability to read or write correctly; speed of reading.
--system may force/suggest user to speed up reading / increase window size when their "score" improves.
-How "scores": when u deemed (not) to have made error= sys= nr.

US Patents: Search Strategy: dyslexi*. Up to 8.96. Searched db via key word of full patent text.

Understanding user's problems.

D: "Scoring" -> UIP DB Development - UIP-Tailors SW= for reader. What's scored and (W5): "Scoring" levels / types of user's (eye / cognitive /reading) difficulties; "BA"; "educ's" "score"; "status". Related patents follow:

4556069 RE34015. 4706686·4421122 4408616 4407299 5474081 4528989 4706686 4889422 2838681 3842822 5067806 3952728

-Following are comparatively maybe less pertinent:

4216781 5048947 5331969 3893450 4030211 4735498

4102564 4211018 5260196

Teaching methods:

Ways of "editing" / helping (+dyslexic) readers: "Educ" / "EGH" / "TGH". Related US patents follow:

4379699 4979902 5360937 5336093 5543867 3906644 4007273 4764973 5114346 4123853 4090311 4770635 5366377 4354843 4643679 4747682 3955564 4007548 4708567 4961640 5328373 5451163 4940346 3828316-Character adressing in a word oriented computer system.

-Following are comparatively maybe less pertinent:

4136361 4661074 5145377 5312257 5421729 4351831 4346085 4346084 4479241 4456598 4430330 4636494 5253799 4498080 5315668 4021611 4089126 4498869 5360438 5302132 5387104 4592731

END MAIN PART OF ART'S READING HELP SOFTWARE

File: Art\Ar\ReadHelp*

LESS PERTINENT INFO TO UNDERSTANDING INVENTION

Introduction: Search and Replace / "Edit":

-User programs (pr) how software will make the desired alterations (nr).

-Software searches then alters particular words causing problems.

-'Editing is 'customized.

There is a plastic version of this electronic software driven invention. This plastic version can be of plastic, or its functions represented in software as well. Details:

Software/Plastic versions of Guiding window 5G060:

-Examples: see just one or more letters, words, sentences, paragraphs at a time.

-window can have clear and or changeable colored see through plastic. Certain colors backgrounds can enhance reading and or increase comfort

-certain shapes and or letters in the cut-out areas can be shown, if helpful. Eg: user has trouble differentiating between "b" and "d", so the top of cut out (blank) area has one or more "b" letters and the bottom has one or more "d" letters. User can refer to them whenever they need to better remember their distinctions.
*-construction of plastic and or cardboard. Square's window size created by adjust from one to three of the sides.

System Analyzes Reader's Speed Via:
-eyeball "analyzer": watch eye movement, each movement represents: a letter, syllable, word, word group; mathematically calculates via (triangular) configuration what eye is seeing, via its position to the shown text (s).
-reader hits key as they progress by: *letter, word, sentence, paragraph*.
-user scrolls text

Patents & Patentability:
Software signal processing is the patentable issue to some degree.
-Simple version (Mechanical): placed over printed text. Can scan by hand over written text by hand or el. By hand version less patentable?
.-Pat Search: need to check the modem capabilities of devices available for assisting the partially sighted to read.

PATENT SEARCH Strategy & some related US patent numbers:
5G061 Dyslexia Software: (). Str: dyslexia* or dyslexic*
-Str APS 69' to 6.92: dyslexia or dyslexic:
--US Pat No's: +538880 Shows material little at a time? so reader moves eyes minimally.
--83'-86': + 4379699 improves reading efficiency, increases light contrast. However my invention changes color in respect of adjacent letters. Whereas the existing patent increases intensity of letters vis a vis the environment.
--+ 4979902 Dyslexia reading device 1990: restricts field of vision. However this may not stop my sw version of vision restriction. 5421729 Color coded catalog and sales method %; 5420653 Method and apparatus for amelioration of visual stress and dyslexia *.

Miscellaneous:
-new sw codes are used for "edited" "images". Both the sending and receiving ends may have abbreviated forms of interpreting these differently altered "images" to speed transmission via: modem; cart.
-sw version: info given electronically: scanned / on-line / cart (floppy disks, cd) -> sw converts text -> s / printer.
-Software uses simple version (5G060) too. Combine with product 5G070.

-this invention number was cut out from and a subset of 5G060, then changed to 5G061 in 7.95.

-Software version too. D: sw = c = display (desired effects and 2D (or 3D) images). Has same and more functions than the mechanical version.

Diagram of plastic version:

-D1: flat (on electronic) version:

.....

. ...

.. 1 ..

. .-------. .

. ...

.....

The graphics printed onto the card is on the outer perimeter. The inner perimeter is the see thru area. The bars across the middle show a possible position at which the window is partially closed with colored opaque material (can maybe still readily read thru it). The sliding door (comes from the bottom).

-colors used in the opaque shutter / any window (1) cover; plus the colors for the outer perimeter can be chosen by psychologists/dyslexia experts/u, according to the color(s) (combinations) that show best results / preferred by u.

Second related diagram:

-D2: .....

: b d :

: ..... :

: : 1 : :

: ..... :

:.....:

Notes: The diagram has big square, with smaller square within - labeled 1. 1=cut out window; letters b & d are printed onto outer (non-cut) area, above/below/to side of (reading) window.

.-Epilepsy and Parkinson's have similar symptoms to Dyslexia. Hence these products mentioned as helping any one of these problems can be applied to helping the other illnesses. Eg: via altering the way in which they focus their minds.

OTD D: This N Sys (dyslectic's sw) ~ C =

ACCESS ("behavior analyzer" studies (reading behavior) intern: only allows those w (dyslectic/unusual) reading style to gain access); ANALYZER (sys adjusts its modifications according to u's

needs/behaviors/uip/pr); CART (reading text, sw, multi-media effects, uip, access); EDUC (improves reading, study habits, speed reading); M (text, uip, access*); MULTI-USER (each u's differing reading needs met); NOTIFIER (when reader not reading fast enough / as needed); OSC (); PR (how alter text); Q (); S (); SCORE (speed, tests memory retention of read material); SENSOR (u's reading speed); STATUS (); SYNTH (adjust osc according to: uip, behavioral analyzer, pr, text); TDS (reading speed, score); T (mo); UIP (sys studies reader's (reading) style, eg: speed, comprehension = offering better training / assistance programs (sw)); VISUAL ANALYZER (reader's eye movements).

OTD D2: This N Sys () ~ C =
ACCESS (password shows needed sw / current uip and score of u); ANALYZER (tailoring uip to how data best presented); ARTIST (); BALANCE (osc adjusts sounds according to u's uip for any type hearing problem/needed assistance, eg: sound always louder in u's left ear); CAMERA (scanner); CART (art, tutorial sw); EDUC (tgh); K (joy stick); M (uip db); MO (); MOUSE (); MQ (); MULTI-USER (); NR (); OSC (); PR (); PS (); Q (); R (); SCORE (studies level of situation (dyslectic problem, u's interest in material, marketability of material) via: asking (dyslectic) u questions to determine: memory retention, speed of reading), uses existing dyslectic / reading tests (sw)); SPEECH (); STATUS (compares u's scores over time, graphs u's improvement curve; analyzer = suggests future types of actions/sw u can use to better achieve desired aims); TDS (); U (dyslectic, general target audience of non impaired people); UIP (reading / personal (interest) habits); UQ ().

O - System tutors artists in improving their image making:
-D: Artist = Analyzer = C = U (human artist). U draws onto C / material scanned by C / cart (of art work) / tr from other C = C = sought after parameters (as pr) are selected = compared w parameters of tutorial sw (pr) = score/analyzer = suggestions made = visual examples / written commentary / score sheet / suggested books to read (selected via matching of book's UIP w artist's uip (at that scoring time)).
-This an old KN?
-similar to music instructor, yet this is more on the visual mode.

. Circumstances of developing this invention include: Mr. W.S., Sr. is interested in the subject and has a large electronic manufacturing plant. The SW version grew out of the hardware product version. Inventor is healthy and not dyslexic.

'Track: u's position in material (text) "tracked" (via sys similar to Speed Reading SW: 5G070)

'Customize (UIP-Tailor): Sys converts text / "entertainment" / sw so its material is converted / processed according to uip. Eg: scan [digital] newspaper and be better able to read the text; get periodicals/letters from e-mail then convert; better play video "games".

% Virtual Reality: VR: walk around and have all elements converted as wanted. "Camera" = "visual analyzer" = converts as programmed.

* Shapes are altered. Image shape "editing-ar":
readers w difficulty seeing / *reading particular shapes, eg: polygons are "edited" into curved shapes (circles).
-in event there are both readable and difficult shapes in same screen / file= sw converts only difficult shapes into ones compatible w= existing shapes.
--details in "Artist's" IMI sub-section "Edit". Within "Edit" see sub-section `Image Coordinating SW".
=
. OTD D: U = "Artist" ~ 5G061 Dyslexia SW (designated images of functions/"guide"/wording) "edited" for dyslexic) ~ C =
COLOR (adjusts coloring to reader's preferences) // CRAWLER () // DRAW () // EDIT () // GUIDE () // %MULTI-USER () // SW () // WRITING INSTRUMENT (stylus inputted words -> optical character recognition sw -> digitizes text into letters -> "edits" as "designated").

.-text used in diverse type softwares are altered as well: word processing, spread sheets, CAD, telephony sw, sw utilized in (simple) LCD (s) for = any n/kn.

.-Following is somewhat repeated information: SW causes sections of "screen" to have greater contrast / differential (image) elements based on: uip, pr, kw. Certain words, images, words pertaining to nr are specially and automatically give special graphic attention (as in this 5G061) when special attention could be of use. Examples:

% See "Synth" for adapting sounds for those with auditory problems. Sounds are altered in manners akin to how visual text is "edited".

What can be "Edited":
-"routing": when u moves to different file/sw sys recalls what u was last experiencing/reading (uip-db, kw) and helps save u's time by accentuating materials in next file that may match u's interest (in any manner). Examples: U was reading about eye surgery in Chicago, then opens file of telephone numbers, menus/tel #'s pertaining to eye surgery are accentuated, then those #'s in Chicago are accentuated even more (more bold or brighter lettering or are highlighted). Naturally sys doesn't know all possible interests in u, and only saves u's eye scanning time, since u may read highlighted material first thinking that has greater chance of being what he wants.

-converts certain words into other languages, eg: the Japanese are often upset that English words (written in katakana) are replacing theirs, in which case such English terms are changed to Japanese (kanji or hiragana) text.

-wording showing up on "entertainment" programs: films, television, sw, "games".

-vision apparatus (electronic goggles / binoculars*): U able to read text they see in real world while: driving, walking. VR*.

-SW: text converted for programmer, while they are doing programming text. Eg: authoring language sw has their text / commands / prompts / etc. converted (for easier readability).

-anything that can be represented, eg: "status", "score", "notifier" is edited. Eg: type problem, level of seriousness.

-reader's speed (speed reading sw kn). "Scores" speed.

-type text or "entertainment", eg: only certain material in "entertainment" mode is edited.

The user controls how this software works. Examples: U (user) controls the level of contrast/added on `assistance baggage' accorded (problematic) words / text. Eg: contrast level of b versus d versus all other letters.

Other ways text appears and or is transmittable:

All written text is made available to users via e-mail, conversion of printed matter via scanner, disks. SW functions w/ special hardware or home personal computers. (Large) color monitors would help, but aren't required. Works with all languages, including Japanese, Chinese, Arabic, other European languages.

Making the same "edited" text easy or less unusual to read for non-dyslexics:

-shadows created by letters can be such that the light source for right half comes from right, and left side has own light source= resulting in right side having shadows going to left side. Letters chosen (by writer) simply need to have letters like "b" on right side (of s) and "d" on left side. Dyslexics accustomed to the shadow form of "editing" will more quickly.

Glasses or Contacts:

-same text read without eye wear by regular readers, shows up as normal text. Eye wear changes images. Allows different type readers to view same text. "Multi-user": those w differing (degrees of) problems.

-Specially colored eye contact lenses might be used for color blind / dyslexic people to help alleviate their problems. Research needed. D: contact lens =). U = eye =) = viewing area [altered by lens]. Or change color of: "C" "S"; eye glasses; shades over eye glasses; light bulb; colored surface surrounding the "C" "S" (since this color contrast may effect different people differently such as men who get squirmy whenever they see red or green due to their being color blind.

% Readers may have lenses which also allow u to see fairly normally objects not on s, so u need not wear special anything just for s viewing. Unlikely to work. See eye doctor.

+ User carries something like a compass which tells them at all times which side is left which is right, however this can also be done simply by carrying a card (printed on both sides) and viable as long as reader knows what is the top and bottom of card. Some dyslexics forget their left from right sides. Use this idea w sys. Standard compass useful too.

-D: "Visual analyzer": optical character reader / some character recognition = once designated text/images are recognized (via uip-db) = then make assignment of alteration to designated text via: color / typeface / etc = CRT Display (S) / (Color) printer.
.-sw rejects repair - if character can't be read by machine - sys will highlight that text.

-System only shows user what they want to see. In other words: "visual analyzer" (only / especially) shows u images / data what u (most) wants. S = gives preference to the images to the degree their "score" is higher.

. UIP-KW:
Certain words/letters are altered in their color in terms of:
.-what word represents, eg: word cherry is shown in red, while `over ripe' cherry can have a darker hue. Over ripe cherries of certain varieties / from certain parts of world might have a purplish hue as well.
.-uip-analyzer determines via (color) db the appropriate color(s), sounds (osc, recorded sounds), etc = which match the letter, word, paragraph, page, chapter.
.-applicable images can be inserted near the designated terms / concepts, so images are on same page or near designated words. -Designation for which terms receive images determined via: u's request (k); sw; application of program (uip).
.-Designation/selection/creation of applicable images via: "image analyzer" = "artist" = uip.
.-Applications: same text / "entertainment" for differing audiences, kids/adults can be "edited" to match their uip. Images, colors, even the text itself (9G220 Channel Skipping, "editor") can be altered as well.

User / "edited" (instruction/nr) "image" output = This N Sys (dyslexic conversion sw) ~ C = ACCESS (); ANALYZER (); BILL (); CART (); EDIT (); EDUC (); MULTI-USER ("edited" differently for each u); NR (); OSC (); PR (); PS-Zone (); Q (); R (); ROUTER (); SCORE (); SENSOR (); SOUND ANALYZER (); STATUS (); TDS (); T (); TILT (); TRACK (); UIP ().

Additional Applications:

. Key boards' lettering. "K". The "edited" keyboard can be via: changing the "image" on each key; the key board is represented on the "screen" (shows what and how (w5) user is typing / "drawing".
--"Computer's" (plastic) keyboard (k) (ink) can also have their letters altered and or they might be on the "Screen". Either letters painted onto k / key pad is an interactive screen / each key has a small (LCD) screen which is programmable.

. "Game": players have to guess which letterings are incorrectly "edited". Incorrect "editing": mirror images (as a dyslexic may interpret what they view wo assistance). "Score" according to number of times player catches mistakes in what they see.

. Additional uses of multiple colors: Differing color(s) helps (re)train people/u who are: color blind; sight impaired; reading impaired (in some other manner); have eye sight problems; have eye to cerebral cognition difficulties (physical or psychological impairments).

. Labeling what's important: "Artist's" = "Designator": labels what needs most attention (via va) = w a tag.

* System reads out what user is reading. :
OSC = "image": each letter read / typed makes "designated" sounds.
--Sys knows letter*/word/line/paragraph u is reading at moment. In tern, sys will read out those words (that cause reader problems via pr/uip).
-see related existing patent mentioned in this Dyslexia filing.

% lettering in four dimension can be any one or more features in addition to the three dimensional "editing".

* Braille: sight impaired readers suffering from some type of related confusion - those words / letters can have other factors better distinguishing themselves, eg: higher or thicker bumps or have additional bump(s) nearby specially alerting u/reader (nr).

% Material being read can be experienced in a wide array of ways: Different letters / words / images have differing corresponding: sounds / smells / tastes / audio modes (osc, "speech").
-as reader reads / experiences material, the other modes may help user.
-just use your imagination!

Makes users more interested in reading and in computers in general.

File: Art \ Ar-Dys-Ed

PART: ART'S "EDITING" MODES

Introduction: since people with dyslexia need new ways to have the images inputted into their brain, system alters images in most effective manner according to user's preferences, or other needs. Following are only limited possible examples:

+ Letters portrayed in three dimension:

-each letter can be shown in three dimension, eg: the letter "b" has light shed on it from the left, and "d" has light shown from the right (or opposite lighting). The other form in which 3-D takes place is to show the sides of the letters, as if they were wooden blocks.

.--Shadows or sides also shown from: top or bottom, or front or back, or other angles.

.-shades or sides: can be of different colors as "designated" according to: which letters / words / type problem of reader. U can "program" how shades appear, like any other "artist" element. .--Size of shades / angle of shading can be increased / decreased for changing emphasis.

-Each reader has different difficulties, eg: some in deciphering "b" and "d". Also some can better read the same difficulty after they've been "edited" in a fashion better suited to them, eg: some prefer red or green sides.

.--"b" and "d" have different coloring; difficult letters are all highlighted/colored differently from the remaining text.

-Weaning: those people who can improve their reading can then slowly have the designations of the difficult letters/words be made less and less distinct so gradually all text is the same. On difficult days the distinctions can be made again.

Redesigning specific "letters" and words:

Section(s) of letters that better differentiate themselves may utilize special typeface that exaggerates the differences. Since language's lettering is simply an invention in and of itself, there's no reason to slightly or completely re-represent each letter in a different type "image".

-the straight lines in b and d can be emphasized, plus maybe the (upper) part of the curve which meets the bar.

-n versus m, the middle line in m is emphasized.

-n versus u, or m versus w.

-c versus letter o - the open space in c is wider, while the right side of o may be thicker.

-e versus c, the line in e is put into bold lettering. Or the capital E versus 3 or 8*.

-g versus p - p's bar and g's line going down emphasized, q's bar emphasized.

-p versus q altered in manner similar to b versus d.

-b versus h - bottom of curve on b emphasized, while open bottom of h made wider and more emphasized.

-i versus l - dot emphasized, maybe stock of i bolder, while l letter extra tall, and i extra short.

-u versus o - open part of u opened up like h versus b.

-s versus z - s made more curvaceous - its start and ending lines are extra curvy, z made more squat and hence zagged.

-q and p versus b and d - what is above or below is emphasized w extra thickness.

-saw versus was, or dan versus and, whte versus with, or its versus ist - can be differentiated by having: first and last and or *middle letters of different letters from each other. Purpose better help reader to ground themselves into what's on the right versus left.

-etc.

. Color / Special-effects Compatibility:

system (automatically) "analyzes" which effects/colors are appropriate for each situation, eg: red vis a vis green has more contrast than grey versus white; * other effects are utilized when necessary (according to uip).

-presence of certain shapes / textures which are in / near / between lines of text may psychologically help readers. Readers / instructors select which effects are desired.

-Type "edition" shows type difficulty: depending on type problem, each "edition" can be different so reader knows what type problem is by type "edition", eg: text changed to red perimeter implies different problem / *meaning from blue letter or text w blue shadows.

-User "programs" system: User can select what they want edited by selecting from menu the type color codes wanted or not wanted. In other words: User can "program" system (not) to seek= then alter certain color group problems.

Encapsulation:

What's encapsulated: Small or big sections of (problematic) text are found in any encapsulated shape / background / other "edited" format.

-Shapes: Squares, circles, spheres, cubes, triangular prisms, tubes, etc.

-Dividing text into smaller bite size pieces: each paragraph placed in different squares, purpose being to break up large pieces of text which commonly scares young or dyslexic readers. -Each encapsulation can function as "interactive image".

.--flip / spin encapsulation to see additional definitions or functions of interactive image.

.-Spin the ball / cube: text written on sphere (which need turning (by mouse)) to proceed to additional text. OSC sounds while its moved.

H-See KN's software that sounds when pages are turned.

--."Game": spin and land on whatever "image": this is part of game, eg: spin the bottle, or whenever a (random / gambling) choice is needed.

Additional sample effects:

-Lines of tiny cubes in designated color(s) lined between lines, or around perimeter of "s" or printed page.

--each line or word is of different color: helps stop blurring of text. Within each word, each letter can have (slight) variation in color.

--SW's images can also be shown in between lines, with or without a special colored backing for these implanted images.

--makes user feel more secure in the swirls of print. May serve as some type of psychological grounding or prompting or motivating or "mood" enhancer.

.-picture representing ("designated") words appear adjacent to text. Picture / word is the interactive image. Programmer "programs" in pictures via: "drawing" / "cut & paste" (w= "camera"). Doubt is patentable.

--motion of picture depicts message as well. Eg: what it's pointing towards; facial expression of its character designating "mood".

-any accentuation can be flashing or moving to better catch attention. Flash speed can be so user barely sees it going on/off, and on 75% of time, off 25% of time.

-Marker: text is on one side of cube, and shadows / lines / markers emanate from difficult text to other side of cube.

. Additional "Editing" modes of letters / words:

-making them bigger/smaller.

-thickness altered, eg: the curve portions of letters b & d.

.-typeface altered (valuable on non color screens, and weaning of sys).

H- See "Artist's" "Status": Edition shows nature of situation, saving from needing extra text cluttering screen.

. Background behind text:

-certain color backgrounds enhance readability, eg: via color contrast or not triggering psychological symptoms. See dyslexia medical studies.

-(background) images controlled by: uip / pr / what came w cart/el text. Eg: read jungle fiction and see/hear lions roar and monkeys swinging from trees. Background has "edited": "colors" / texture / text / sounds%

* Background effects altered for uip / application.

-OTD D: U = This N Sys () ~ C = NR (); OSC (synth); VR% (); WA (); enhances "mood"= for "designated" tasks (conducted by u).

. Speed reading sw (training) version: marker shows where reader should be at as they're reading text. When cursor lights upon difficult sections, it marks "designated" images accordingly. This assistance only when marker has arrived, helps induce slow readers to speed up, to gain benefit of the "editing" function. See 5G060.

PART: ART'S "EDITING" MODES

File: Art \ Ar-Dys-IMI

"ART'S" GLOSSARY OF TERMS

Any concept (part) w/in each below group is normally interchangeable. Deeper definitions divulged in other files.

Accentuate: part of text is made more visible or altered more than remaining text, eg via: color, typeface, size, boldening (made into bold lettering), highlight. "Edit".

Causes for editing: What needs editing and why. Alters sections of text according to the software's criteria. Examples: words difficult for dyslexics, new words. See "Designate" in *main IMI and "Artist". System studies user's behavior and determines how what text creates more problem - see UIP [User Information Programming].

Customize: 'images are 'tailored to 'designated purposes. Can be an automated 'image/'text editing system controlled / partly 'guided (along with user's input) by 'customization.

Designated text altered: SW search and replace; portions of text altered to improve readability / comprehension; desired accentuations made.

Dyslexic: Reading / Sight impaired. % Readers and viewers who stand to gain via any type of "editing".

Dyslexic program: "Editing" (sw / pr); %sw; %pr.

Edit: Accentuate text. Convert image to help reader read. Examples makes differences in letters <b> and <d> stand out more.

Educate: Software teaches people to read: dyslexics, young readers, for new secondary languages. Teaches speed reading.

Help Read: improve reading ability, help the dyslexic, improve readability or visibility. "Educ". Assist user in %understanding material.

Image: Any element viewable on screen: text, pictures.

Letters / Characters: Any letter or digit in alphabet or mathematical representation, or % "image". Letters can be "edited" into any new letter, which may look similar or completely different from the original (English) language letter. Eg: b -> a triangle of similar size, d -> square.

New words: Software accentuates new words, such as unusually long terms, or ones young reader has not read before through the software. Can be a vocabulary builder: those pertaining to a new subject matter user is learning. Used with "Education" program.

Read: View material; experience material/program (with text or images*) focusing more on the visual aspects. % "Interact" with visually presented material.

Text: (Part of) text, letter, word, material, %paragraph, ("interactive") "image" - see "Artist".

Weaning: This software can be designed as a crutch which later teaches users to read on their own.

File: Art \ Ar-Dys1

Reading Assistance Software

File: Ar-D1. 5G061 Reading Assistance Software: This file is a subset of the file titled: "Artist - Edit". <3, 3, 4-pat-sw-version, 1.5-mk, 3>

+ New words receive special "editing" attention:
-What's designated: Sys seeks words which are "designated" according to: subject; newness (to u, field of study (new idea)); difficulty u has had in past occurrences as "analyzed" by (test's) "score"; what u or his supervisors determine he should learn / "interact" with (for more experience, "educating" himself (in its multiple uses and contexts)). What "educ" / "router" / "mood" / nr: "analyzes" needs learning / attention.
-Wean user off this editing after they've seen word designated number of times. The more characters in word / type subject determines number of times u reads it in "edited" form, w/ eye catching modes diminishing each time they've read or written it.
-However, the level of special attention can be varied, or non-existent.
-User can at any time point click on the problematic word or "encapsulated" paragraph and view corresponding picture. In such case, the sys (might) continue to show picture for such word certain # times more.
-this learning to read application is simply an example of how sys tags (UIP-db, matches) certain material (words), next "edits"/alters it accordingly. SW search and replace.
-.sw has (invisible on s) slot in which image can appear / change.

-click on image to get: osc verbalizing what picture or text represent; video program; any other system triggering one of u's five bodily senses (see kn).

+ Teaching the young to read:

Text has applicable images next to certain words. Eg: picture for house adjacents the word 'house'. Picture can be same size as (large size) text; or number next to word matches number next to picture elsewhere on screen or printed material.

-system learns number of times user has come across such words (on the sys).

.--system or human teacher allots # times of viewing text balanced with complexity of word.

-Weaning: After designated occurrences of said word / concept, pictures may no longer appear (weaning reader off assistance).

Weaning User off of the reading assistance system. Like learning to bike first with training wheels, then they slowly removing the extra help.

-the accentuating modes of designated text, might be reduced over time. This reduction can apply to all / most difficult words.

--"Designated" words w/ good "scores" showing reader doesn't have (much) trouble can be weaned more quickly.

-weaning off process is controlled: automatically or by u / by guardian (doctor) or teacher or uip*.

-if user is having a bad day [difficulty reading], they can alter the degree / type of differentiation sys makes for (previously / newly) designated text / other problems.

-(In normal text) images might be boldened or underlined, herein the same can be done, with additional changes to its shadows, etc. Replaces other "editing" modes.

. Sporadic Changes. Problematic letters are sporadically designated differently from remaining letters/words/text. Examples: every third problematic letter so handled; special handling handled via random (sw) process.

-same type problem might be designated differently in different times/situations. Eg: confusions between letters b and d can be green versus red; and at other times white versus black.

-TDS: differing days problematic letters are represented in differing colors. Value: user doesn't expect difficult letters to always be so represented, eg: for reading newspaper, etc. where such 'assistance baggage' may not exist.

--sys helps wean u off of the assistance sw.

-helping wean u off of this n: any difficult letters/words might simply have differing typeface or color, so there are two modes, normal appearance and second appearance which isn't different vis a vis the other difficult letters/words. Helps u to be extra careful when coming upon potential problem.

-the window size [via which text is read] can be made as small or big as desired, while any of other features can show up within this window on S. 5G060.

Exists:

Dyslexic's Software: All it does is highlight one word or sentence at a time. If reader has trouble, it will verbally (osc) announce it. Existing product called: Click-Reader from CAST for US$20.

-if word is in larger print (headline)/italics, it will read material in louder voice.

-Click-Reader: Reading template for any text and pictures. Includes customizable auditory supports for decoding, visual tracking, and organization.

-manufactured by: CAST - Center for Applied Special Technologies. 508-531-8555. 39 Cross St., Peabody, MA 01960.

.-Related patent: US Patent No 4875432: color on "score" board changes when the score is tied in (volleyball) "game".

.-(The level of "score" / "status" effects the type of color change found on S / Nr of any product / sys; eg: 7G)

Software showing nature of situation simply by way it's edited, saving screen space from excessive text.

-Also see the seperate file + "Artist's" "Status".

-Nature of problems represented in how images altered: type of dyslexic or young reader's problem shown by type "edition".

"Score":

-"Educ": system can have timer and or other electronic analyses for how user's reading skills are improving, eg: ability to read or write correctly; speed of reading.

--system may force/suggest user to speed up reading / increase window size when their "score" improves.

-How "scores": when u deemed (not) to have made error= sys= nr.

US Patents

-Search Strategy: dyslexi*. Up to 8.96. Searched db via key word of full patent text.

Understanding user's problems.

D: "Scoring" -> UIP DB Development - UIP-Tailors SW= for reader. What's scored and (W5): "Scoring" levels / types of user's (eye / cognitive /reading) difficulties; "BA"; "educ's" "score"; "status". Related patents follow:

4556069 RE34015. 4706686 4421122 4408616 4407299 5474081 4528989 4706686 4889422 2838681 3842822 5067806 3952728

-Following are comparatively maybe less pertinent:

4216781 5048947 5331969 3893450 4030211 4735498

4102564 4211018 5260196

Teaching methods:

Ways of "editing" / helping (+dyslexic) readers: "Educ" / "EGH" / "TGH". Related US patents follow:

4379699 4979902 536093? 5336093 5543867 3906644 4007273 4764973 5114346 4123853 4090311 4770635 5366377 4354843 4643679 4747682 3955564 4007548 4708567 4961640 5328373 5451163 4940346 3828316-Character adressing in a word oriented computer system.

-Following are comparatively maybe less pertinent:

4136361 4661074 5145377 5312257 5421729 4351831 4346085 4346084 4479241 4456598 4430330 4636494 5253799 4498080 5315668 4021611 4089126 4498869 5360438 5302132 5387104 4592731

File: Art \ Ar-Dys2

5G061 Reading Assistance Software. File Ar-D2.

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File: Art \ Ar-Dys-App

ADDITIONAL APPLICATIONS TO DYSLEXIA READING INVENTION

File ar-dys-app.

+ "Educating" people in learning to read difficult words.

-What are "analyzed" as being difficult words:

all words likely to be new or over set number letters are "designated" as likely to be needing special attention; those words non dyslexics and dyslexics often have trouble with= according to db. See <new words> section.

--a new way to introduce new words. Eg: for people learning new languages.

--user can click mouse on this differentiated word and 'software will show its meaning. The type definition given can be 'designated according to:

---uip; context of the word; native language of user; user's intelligence, skills or technical ability or experience...

-User can select (from menu) subject categories / root words / type word help needed.

-"Designated" words can be "interactive images" which when clicked: give (Webster/Britannica) definition; show (moving) "images" depicting (definition / application to u (uip)) / "route" u as "designated" (to related files (by subject)) / osc gives examples for how concept sounds.

. Letter sizing: with enough space between lines, more difficult "images" can be made (larger). % If made smaller: its to make the mind concentrate on the smaller images (w different coloring to help identify).

--the longer the word the (bigger) the typeface: for kids.

. "Edited" text can be shown in following contexts:

Cross word puzzles; "games"; mm (multi-media); text that is below movies or Karaoke; books; (journal) articles; WWW; advertising; labels on products (on / off / power / volume / other k); "nr" / printed caution signs (used in facilities frequented by dyslexics), the writing can be so non-dyslexics understand as well / aren't too put off; Any type of (sw / pr) instructions (booklet / "guide"); "interactive images"; library (sw) catalogue systems (for dyslexics).

. Non-SW "image" generation: Stenciling: have cut outs from plastic sheets through which letters are (spray) painted. Rub off letters. Pre-cut glued on lettering. Stickers w printing.

-A two stage stenciling process can be used to created different colored / textured effects. Example: shadows or sections needing special accentuation.

. Focuses User's Attention: Teaches people to focus; acts like training wheels for bicycle learners, user sees a little at a time, increasing the amount shown, so they don't get overwhelmed. Accentuating text is a form of focusing on what the eye should better catch. Encapsulation limits the overwhelming effect.
-Important words, sentences, paragraphs, chapters, headings can be 'designated to show: (type of) importance [according to color code].

File: Art \ Artist Misc *
ARTIST MISCELLANEOUS FILE *

-See KN: R24-1 Image Coordinating Software; 3C210 Color Selector
-Diagram: user = mouse / r = c ~ image generating or 'editing software = screen or printer.
-'Designator: Colors, shapes or other images are utilized or "edited" to achieve "designated" result. System automatically determines via any invention "designation" criteria what needs to stand out / be "edited". Results in greater help to u: "nr"; what needs attention
-
-In other words: Change graphical appearance. Altering is any means to manipulate images, eg: cut & paste; crawling; (u) drawing.
-'Image - term defined: any graphical design, or graphical interface, that can be 'drawn or 'edited by 'artist.
-"Interactive" "Images" - term defined: for computers or interactive screens: u / sys can create "interactive" touch screens w/ its needed "images". Generated images (icons) have functions triggered according to how they are touched / activated. Software icon (related).
-Diagram: U / "Designated" functions = ("interactive images") ~ C = 'designated [kn] function.
-Reasons to 'draw: 'entertainment; function in 'game; creating presentation packaged in 'mm or printed material.
-'Status: "Editing" shows 'status of situation: type subject matter / nr / "routing" shown by how images are "edited". Value: requires less text explanation cluttering screen. See: IMI's "Score", "Status".
-('Artists') "WRITING INSTRUMENT" = Mouse, stylus, "tilt".
"Mouse"; "R"; (El) pen or brush; "Computer's" cursor; % "Crawler"; "Tilt".
-How (tailored) "images" are "edited" and or "drawn" (by user/'tailor):
-Any alteration / generation can be part of the "artist" process. Can create some related "artist" effect:. Eg: even a stapler gun leaves a mark (shown in differing color), and whatever is stapled is a "cut & paste" because this is the most common function of the tool. "Mouse" controls below icon tools' movements / "editing".

.-Image generation modes related to tools and functions as found in "Tool Crib of the North" sales catalog #966 August 1996. Page numbers mentioned are only one of possible multiple examples in catalogue.
-Jig saw = cut portion of "cut and paste".
-carving sets / router (not "router")
-sanders / (wider) drills: getting deeper in "designated" areas brings up corresponding layered colors. Pathways of tool are shown.
-flashlights: what is shined upon has "edited" color
-screwdrivers leave mark that something was "cut & pasted" previously.
-Labeling each tool as an icon: the actual instruments can be represented as icons on s= so user can click on them to begin desired "artist" function.
-Cut / sand off sections of wood (images) = "editing"
-Polishers / Sanders: the texture changes accordingly (w or wo (drastic) color changes)
-"Color" sprayers. p39
-dust collectors p39
-Glues / Vices / (Pony spring) Clamps = (temporarily W5) "cut & paste".
-Work benches= have tools on the bench (for "artist"). A work bench can be a file / icon w/ sub-parts (sub-icons).
-Lawn and garden chain saws: more mobile and can more easily cut where desired. p59

. Each / Most Artist KN also have an sw version - D: U = mouse / r / k = c ~ image generating sw = s / printer / [tr = another c] / access.

CONCLUDES THIS CENTRAL DISCRIPTION SECTION FOR ARTIST

File: Features Intro / BA

BEHAVIOR ANALYZER IN GENERAL

Use Our Masterminded Patent Application To Improve Your Ideas In Adapting To Client Needs By Better Understanding Them! Learn about our quick and easy licenses. Call (+1) 707-428-5000
www.LicenseItToday.com

(Most of the 'BA part is filed under the 'Access part)

Intro. Also look under: UIP-Tailor, UIP-DB development. Applications for 'BA include: UIP, UIP-Info, 'Games, many more!

BEHAVIOR ANALYZER'S 'REACTION =

It uses multiple means in determining the behavior of who or what it is kindly observing. This information is available to the system that wishes to adapt a function for the user's tastes.

System adapts to user's mood. Different 'moods of user= (help influence) result in different command codes in controlling system. A form of UIP-Tailor adjusting to user's behavior.

READ LATER:

-System determines the behavior / 'mood of speaker= 'reacting as 'designated. The behavior of the user= is determined via the 'sound analyzer. Different behaviors result in differing 'reactions.

-'Program the degree to which system alters itself= by the 'scored shift= in user's behavior.

Examples:

3A280 Interactive Alarm: At designated time alarm is triggered, person must use their voice to vocalize sound to stop the alarming. Thereupon depending on person's voice tone machine reacts in accompaniment. Machine's microphone and "brain" knows how to respond. 'SA.

Purposes: causes sleeper to interact with machine, which gets their brain working, and into awakened interactive mode for the world. An interesting marketable novelty, gift for your friend(s) who need help waking up in the morning.

-Alarm waits certain time period before beginning alarm again (allows time to deactivate alarm)

-Option: if word is sounded, machine restates person's word in different way psychologically designed to help waken them up. Interactive Alarm can respond differently each time/day creating curiosity about the "unknown" reaction of alarm to their voice (the suspense further helps waking up). Initial outgoing sound in morning can also change.

. Read Later D: U's created sounds (voice / 'clap / machine generated (osc)) = This N Sys [sa/access] ~ C ('computer) =

BA [] // cart ('cartridge) [] // MULTI-USER [different sounds from different u] // NR [when command is triggered= u notified (by osc/beep)] // OSC [controlled by U's voice] // pr (program) [adjust what sounds cause what 'reactions] // SCORE [type sounds for its characteristics or importance or degree...] // SEEKS & REACTS [to sounds] // SENSOR [] // SOUND ANALYZER [] // TDS [] // T [] // TRACK [w5 sounds made] // UIP [] // VR [] // WA [].

-'Notifies 'game player when to do something according to w5 / UIP.

A3-13 EMOTION WATCHER: tells you how unrelaxed you are by how: product (ball, top, doll, coin, etc) spins in container, on CRT. Can output words, suggestions, slogans. Checks p by: u (user) touching a pad measuring your temp; sensing stress in voice (product exists) whenever speaking (and hence operates whenever

machine's on). Mood Test(er). Mix with therapy machine product idea (notarized 13 Dec 91). Portable option as well, w/ all functions built in.

-Level/type/'score of u's 'mood/stress can be shown in any manner: 'nr, 'screen, 'educational, 'artistic 'images= changing by type 'mood.

.--sys 'analyzes how u reacts to their 'score.

-measures 'game player's 'scored performance

Changes in: (degree / color / type of) lighting or sound; synth; how system 'interacts w (with) u; any other alterable function, such as those listed in: UIP-Tailor, R, K, 'React...

BEHAVIOR 'SCORER =

-Determines the types and degrees of person's behavior= according to what the system is 'programmed to 'seek= and 'analyze.

+ R132-1 Behavior - Medical Symptom Analyzer: System correlates patient's behavioral with their medical symptoms. Patient's graph for changing emotional state is matched with body symptom graphs, giving researchers additional needed analysis. Invention is the software's merging of data. The system assists psychiatrists and others in correlating mental w/ physical symptoms.

-patentability: Steven's guess is a facet of this might exist in market place. Patentability might cover those other areas not existing.

-Applications: correlating mental state w: diet; heart rate; metabolic activity; genetics; pollutants or poisons(internalized into body); etc. General research. Identifying medical ailments by the deviant / changed behaviors.

-sys correlates user's body symptoms and signals (eg cardiograph) with subject's behavior (w5 they do). D: organism -> sensors = c.

-"questionnaire" filled out by user = uip-db= which is used by the ba. Medical symptoms are compared against= this ba.

-OTD D: This N sys (system) =

ACCESS ; ANALYZER ; ARTIST ; C ; CART (type analysis); S ; EDUC (learn medicine, use in medical internships or classes); M (database of medical symptoms which tie up to possible medical ailments (listed first in order of greatest likelihood listed ailment is the actual diagnosis); MIC (hears body parts); MULTI-USER (remembers data/analysis/uip for different patients); NOTIFIER (when serious medical conditions are found= predicts future occurrences); OSC ; PR (how analyze patient); Q (mq to improve "analysis"; doctor asks questions, eg: what doctor should do, prescribe, how cure, how use sys to better/further analyze patient); R ; SCORE (medical symptoms noticed/being studied); SENSOR ; SOUND ANALYZER (body symptoms, eg:

coughs, breathing, heart beat, other oral functioning); SPEECH ; STATUS (medical condition (changing)); TDS (w5 of each medical occurrence); T ; UIP (behavioral and medical conditions being analyzed); VISUAL ANALYZER (analyzes medical images); WA ('walk about) (portable body monitoring device (any type as needed).

+ All types of medical equipment that can study patient, then turn results into digital signals and intern create the data to match with this sys, R132-1.

-utilizes R132-1-5, a subset

-

-Pat search strategy: (behavior* or psycholog* or psychiatric* or personalit*) and (medic* or scien* or physiolog*) and (software* or computer*)

-US Patents:

--4751642 Interactive sports simulations system with physiological sensing and psychological conditioning. Replace patent's `psychophysiological manipulation' w: predicting user's behavior / "mood" in "designated" circumstances.

--4852578, 4818234

--4951197 Weight loss management system = "ba": for causes in eating disorders / changes in behavior caused by type diet.

-info gained is for: UIP-Info; building stronger 'game entities/players; 'guiding user while 'educating them.

A2-170 HANDWRITING ANALYZER: sw studies what p writes onto special display ("S") or paper (then read via optical reader). Available in 28 languages. M seeks the characters and its deviations that it can identify, plus other general tendencies whether characters are or aren't identifiable. Pen writing preferred (best are fountain pens) for paper version. Manufacturer programs machine to seek classical styles commonly accepted for their implications.

-u asked to write something w/ "tilt"=pen which is= "analyzed"

-"Tilt": controls sys' functions

-copied to 5E020 in 8.95.

A2-610 BEHAVIOR SCALER: like system detecting if person is lying by stress... in voice, detect how:

a] sexual another person feels. Even try it on yourself to see it works. Know if you should pursue another for a hot date.

b] reliable and or constant and or organized and or committed and or ability to follow o lead

Op: gives readout of user's many other possible behavioral characteristics via po, dd, crt; input user's face & it will po/show on crt what they will look like at pp future date, or that of their children...

TD: JK(until science has advanced enough to validate results)

-Portable option: Small and portable - keep in bag or pocket and look at later to determine analysis, just turn on switch to listen in for pre-programmed time length. And or use keeps hand on switch as to when they want to

or not to receive input for analysis, eg: determined by timing of important statements, whereas minor talking might be less important for analysis.

4A09 Behavior Analyzer: (future product) Judges region of speaker, and maybe social stature - all based on word choice, accent, etc. Can seek all the possible questions to behavior and type psychology of speaker currently able to be done by human ear (as in over "T" conversation).

5A1080 Food - Behavior Change Analyzer: observes behavior changes in animals, insects, bacteria, viruses, people - according to types foods, when served (and still available), where served and served under what conditions. Observes changes in tastes made to standard foods, eg: more salt...

.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)

5A1090 Sounds & Music & Verbalized Words and Creature Sounds Analyzer: it observes changes in behavior according to such being emitted by itself, or observes what happens when organisms make such changes amongst themselves. It also notes to volume of sound made.

.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)

A1-290 Finger Print Reader: Analyzes a person's behavior by their fingerprint. Also matches couples with compatible fingerprints. Related to existing "C" systems based on horoscope, blood type.

-finger Match(ing): dating service matching behavioral types associated with genetic finger printing. Genetic Finger Match(ing)

EXTERNAL EFFECT ON BEHAVIOR =

5A1100 Smell Analyzer: observes changes in behavior upon emissions of any smell (smoke, flowers, sex smells, etc) or matter being studied.

.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)

5A1110 Sight Analyzer: what do creatures see and how they respond to visions from displays, pictures, other animals (friendly/unfriendly put in cages near them.

.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)

HOW 'BA HELPS USER =

A1-320 Activity Identification Software: senses fingers on keyboard and blips if you aren't writing. It senses when you are lacking in creativity, clarity, confidence by manner of keystroke rhythms. Mix with Therapy Machine, Taro Machine.

.-"Tilt": controls sys' functions. If "tilt" not used (correctly) it nr (notifier) too.

++ R132-1-5 Biofeedback - Body function analyzer: System is a self analyzer, teaching users why they are acting and feeling the way they are. Portable wireless version also.

.-User can look at their medical analyzers and see how they are/were performing (psychologically) intern user gets to know themselves better.

-

. What user learns: W5 effects their behavior:

-learn how to (intuitively) psych them up in the desirable manner.

-Ideal mind / body = symptoms / signals. Use with sporting equipment.

-Diet: effect on their human: "mood": optimism, depression; behavior (determined via ba); sports ability: body coordination, thinking style; thinking: studies, test scores, memory, creativity; safety: reduction in human error or poor quality control (when working w/ hazardous chemicals or other dangerous jobs); quality of getting along with other people (ba, "score").

-Sports: tennis player who is winning (statistics show at that point they are historically (uip) 62% of winning entire game/set) = should have heart beat (within set parameters) based on their uip heartbeats in other situations/times, 71% of time. If user isn't winning, but their heart beat is in this winner's heart beat pattern, then chances of user winning increases by 8% (since user has confidence/right attitude/energy/feel). System can teach player via R132 and or other behavioral analyzer systems to see their behavior analyzed = shows on s / notifier = in tern user gets better at controlling themselves (internally^: psyches themselves up to speed up/relax/up or down creativity/etc)

-

.-Miscellaneous: Portable version with wireless transmission. Also can develop database of user's physical profile.

-Usage of cardiograph is one example: level of excitement / physical activity = determined by c (analyzer)~behavior

analyzer = notifier (R131/R131-10)

-this system used as component for "behavioral analyzer" system(s)

-uip: determined/s for applicable user (human/animal) (by species/task/situation/environment) what heart beat represents which behavioral mode (how user feels/what they think) (with designated percent chance of validity)

-

-D: *behavioral analyzer/sensor=tr=c (analyzer/behavioral analyzer/uip/*mfh) = develops uip (for behavior analyzer)/notifier (R31,R131-10) /s.

+-attach sys to sports equipment: treadmills, muscle building equipment, waterproof Walkman for swimmers (wa), pedometers, etc.

-utilizes R132-1.

. 'Analyzes 'game entities/player's type actions/behaviors for: what they are doing w5 and 'scored by quality/effectiveness, etc.

'B.A. 'PREDICT =

-Having 'analyzed the different determinants / causes for the user's [current / foreseen] personality or 'moods= via the ba= 'predict can estimate the likely future scenarios / how systems can be better 'tailored for user / 'designated systems / functions.

General Behavior Analyzer Info:

Phone Behavior Detectors: Used by tel call centers, e.g.: insurance claims offices that will ping 'designated verbalized statements by callers; and in tern have reduced fraud [by 25%]. Algorithms can sense: irritation, duplicity, delight, sexual arousal. Archived records store and match keyed in data by call taker, and can store for long time [for UIP-Input]. System responds ['seek & react] to 'designated key words, then transfers ['routes] caller to boss/etc. See Wired Magazine, June 2005, page 44.

. PATENTS: key word search of US abstracts 1.74-2.97 www.qpat:

-Set 1: (psycholog* personalit*) and (study* studies analyz*)

--US Patents via main key words: 4354844 Behavioral and psych test instrument 5414644 3971034 stress measurer, much like a lie detector *5209494 biofeedback game.

-Set 1 and (computer software)

--US Patents via Set 1 and computer SW ('software) kw:

5414644 4459114 +5596994 Automated and interactive behavioral & medical guidance system 4699153 assesses verbal psychobiological correlates 4751642 4751642 Interactive sports simulation system w/ physiological sensing & psy conditioning. *4007430 rhythmic biofeedback 5486999 categorizes health care utilization

-USPTO Classifications: 2.97 searched 434/236*

--434/238 US Patents: 5338202 5040988 5573405-Behavior monitoring & training device * 5573404 5511981 5399092

--434/322 US Patents: 4627818 psych testing method* 5551880-employee success prediction system + 5465982-method and apparatus for disclosing a target pattern = ba-db

Key Words maybe: biofeedback (handwriting adj analysis); behavior - problem word, brings up eg: behavior of chemicals...

-Str: (human near/5 behavior) and (study* studies analyz*)

--US Patents: 5227874 measures effectiveness of stimuli on decision making, eg: ads on viewers.

Methods include "analysis" via: uip; "analyzer"; *"access"; frequencies of user's voice, eg: voice lie detectors. Cheaper systems can simply seek high frequencies representing stress.

+ SEE: "Access"' = "Behavior Analyzer", eg: it's "Group Behavior". "BA" there has more details than this file.

-"mic" -> "analyzer" (system analyzes person's voice) -> system responds according to pr (program) / *U's control.

-D: Voice = "Sound Analyzer" ("mic" = sound to signal converter) / **M = C ('computer) = function (application) / osc

Applications: #1: system's osc ('outgoing sound communicator) matches / mimic's the user's voice so as to solicit the desired response (emotion/feel rapport/make them want to act in certain manner (purchasing / work productivity, behavioral modification). Psychologists established which type of voice / sound frequencies are most apt to achieve the desired effect according to: circumstances (UIP / U's state of mind (at a particular time)). *TDS: osc's sound modulation might be effected by the time of the day (U may need more energizing in early A.M.).

%#2 Info learned about U is fed into UIP. Existing UIP data may be: considered more or less important than the BVA's analysis (at that time of U's interfacing) according to PR. System may adjust to U's fluctuating moods.

%#3 Product's functions +might be (slightly) altered according to U's determined (via: BVA/UIP) behavior.

-This being a new part, references to this part will not have used this abbreviation, though descriptions will have discussed this part's concept, which can be looked up in detail herein.

*-The OSC's sound quality (might be) is so excellent / similar in vocal characteristics to u/listener it sounds like the real person speaking to U. The sounds also have such color, they: make the U's ears feel like they can visualize the speaker / function (whether there is or isn't an S).

--Sys "analyzes" type (sound, behavioral) files targeted person better matches = then communicates w them to create maximum psychological impact (sales, "mood") as determined via "analyzer" / K / pr. D: mic = bva / uip = c = osc.

-C43 Lie Detector: Judge via person's voice's stress (on the tel), if they are honest or not. (Useful for UIP) (D) Drawing: C43=tel~c~remote

-See "Brain": sys' part adapts according to circumstances.

-OTD D: Organism being studied (human, *animal, other) = This N sys (system) (BA) ~ C = ACCESS (sys upon "access" monitors (2E251) organism); ANALYZER ; AP (% scientific, % psychological, % medical, % business research projects); BRAIN ; C ('computer) ; CAMERA (2E251 Intelligent Monitor); CART (sw, db, differing cart for type organism or ap); EDUC ; GPS ; K ('keyboard) ; M (db, brain); MIC (sound analyzer); *MO ; *MOUSE ; MQ ; MULTI-USER (differing researchers (u), organisms being studied); NR (w5 required parameters have/haven't* been met (via "score" = "analyzer")); OSC ; pr (program) ; PS ('positioning system) ; Q ; R ('remote control) ; SCORE ; SENSOR (motion); SOUND ANALYZER ;

SOUND VISUAL ANALYZER* ; *SPEECH ; STATUS ; SYNTH ("analyzes" for sounds that better influence organisms (per pr/u/k)); TDS ; T* ; u (user) (researcher / * organism being studied); UIP (uip of organism / *u (studies/tests objectivity of researchers)); UQ ; VISUAL ANALYZER ; VR* ; WA ('walk about) (use outdoors).

-Sub-Parts: BA-UIP; BA-BVA; BA-Tag: tags (then tracks) designated people according to certain profiles.

-

12.95 Bib Disk US Patents = BA

-US Pat # 5121434 Speech analyzer and synthesizer using vocal tract simulation.

-Interactive sports simulations system for providing an actual physical trial of the sports performance to be enacted.

-4751642 Interactive sports simulations system with physiological sensing and psychological conditioning.

5481265 4741320 5546943 4013294 4818234 4899106

Audiovisual means for simulating actual sports environment, sensors for measuring the performance and physiological performance of athlete...

-

-search str bib 9.94: behavior* analyz*: Analysis and treatment% of swallowing dysfunction 5143087.

-"Edit": ba ('behavior analyzer) determines what u (subject) should experience.

-[Sys "tracks"="analyzes" u's behavior] = ba ('behavior analyzer) = Conclusions (Score) utilized by "analyzer" / UIP-DB.

.-"Router": locates then= retrieves needed data= for this part.

.-A code (access, el 'water mark') encoded in sw/data* limits how sys / program can be: utilized (to operate device) / "edited" / copied. See: "Access", "Edit".

-"Bill"

-results from behavior "analyzed" are compared to a reference level (as in a db or uip). Eg: US Pat 5461231

. kw:

-behavior* psycholog*, sociolog*, movement [moves, moving, move]

-animal*, human*, person*, people*

-study*, studies, analyz*, monitors, monitoring

. str: (behavior* psycholog*, sociolog*, movement [moves, moving, move]) and (-animal*, human*, person*, people*) and (study*, studies, analyz*, monitors, monitoring)

US Patents: 5465115 Video traffic monitor for retail establishments & the like; 5433612 Electronic accountability system - "tracks" u (user) and equipment = "ps-zone" / "track" /."uip" (develops uip-db); 5428392; 5426425 Intelligent locator system = track / ba ('behavior analyzer) / ps; 5424745 Detection method and system = track / ba / ps; 5386990; + 5250941 Customer activity monitor / 5245314 Location monitoring system = ps / ps-zone / track / ba.

. Improvement on US Patent:

5377258 Method and apparatus for an automated and interactive behavioral guidance system: u receives motivational messages (osc) to improve behavioral patterns; includes client db (uip); voice stress "analyzer"; client response required]

OTD (Other Technical Details) Read Later. Drawing: u (user) = This N sys (system) (BA / 5377258) ~ C = ACCESS // ANALYZER // EDIT (sys edits out less needed input from: u, uip-db) // NR (penalizes u when u acts poorly (undesirable behavior) = electric shock to body / "entertainment" sys N usage is limited (see KN)) // OSC (penalizes via harsh sounds = synth) // PR // PS-Zone (u trained where its safe / u is not needed for work, eg: home, coffee room, recreation room, tv room) // Q (to build uip-db = needed by sys to train u) // R // SCORE (how well u's behavior is altering) // STATUS (of u's behavior) // TDS (w5 u behaved -> builds up UIP-DB) // TRACK // UIP .

-8/96

-Example of source that "analyzes" behavior: "Who do you think you are?", a CD-Rom published by Harper Collins Interactive. Also read its book version and bibliography, and speak with the developers of this and related books (as found in Library of Congress or Bowker's "Books in Print" subject section) for type formats depended on each KN application.

-BVA is a subset of both ba ('behavior analyzer) and "Sound Analyzer".

. "Access = BA": identifies not only hackers but (similarly) also any "designated" type of:

-incompetent employees / mentally ill people / terrorists / legitimate accessors who (might be too curious wondering beyond their "designated" "locations" on sys) / access controller ("tracks" W5 (what, where, when, why and how) it monitors= punishes), since it can't always be trusted either.

-Determines such type accessors based on their: performance or work results "score"; errors they make; psychotic behavior; key word searches.

-"Morning alarm" (and its "Work motivator"): system awakens and improves user's wakeful "mood" according to their behavior.

See 7J02 Language Trainer & Voice Analyzer: Teaches language learners to pronounce new words. 'Predicts how user will [incorrectly] speak, and 'guides accordingly. It's in own file.

End of this BA - General

File: Features Intro / BA*

BEHAVIOR ANALYZER – MISCELLANEOUS SECTION *

BA REACTION, BA SCORER, EXTERNAL EFFECT ON BEHAVIOR, HELPS USER, UIP-Tailor

BA RISK 'ANALYZER: determines the predicted chance of 'designated occurrence(s)= via 'score.

. Examples of what's 'scored:

-'Access' Behavior Analyzer: determines chances user is an illegitimate user.
-User's skills ability 'scored.
-User's chance of making an error, or not performing up to the 'designated 'score.

HOW 'SCORES OF USERS ARE MADE. See: uip; uip-db; 'analyzer; access' ba; user's (and their boss' and coworkers and 'tracking systems) filing out or inputting into computerized 'interactive forms/questionnaires that develop a personality profile of user;
-user's past performance (uip-db) is 'scored (as in a graph)
-PLACE CONNECTION NOTE: in Access' ba ('behavior analyzer) - for above, below to 'reaction.
-'analyzer calculates the 'reaction of user in each typical case scenario= via running possibly existing business scenario type softwares, possibly used by businessmen trying to brainstorm business strategies and or to learn how business runs and the effects of business decision making...

INSECT BEHAVIOR ANALYZER: Electronically monitor insect behavior for research benefits. What behaviors might be monitored, and how? Possible methods: Visual Analyzer follows movement patterns and sends in digital reports. Can use other types of creative sensors.

BEHAVIORS ANALYZED: The personality / psycho-sociological elements, histories, risks 'analyzed. The person's:
-creativity [see article on enhancing creativity]
-value to company: skills; reliability; speed of work; their work history
-social skills: ability for them to get along w/ friends; peers; co-workers; teachers...
-psychological profile
-sociological profile

See 3E061 Motion Tutor: 'Guides users to improve their movements.
END THIS FILE BA&

File: Features Intro / Balancer

BALANCER

8B110 Automatic Speaker Balancing System: The volumes from each speaker adjust according to where you are. Adjusts as you move.

PERSONALIZED SPEAKER BALANCE: Sound system automatically compensates for person's location in room. When they are closer to one speaker, the farther speaker gets louder. For home, car, etc. speakers.
-Multi-User: senses where the "averaged" center of all people is and adjusts speaker balance accordingly
-system identifies location of people via: motion "sensor", and or laser tripping device, etc.
-identify location of people also by: the portable transmitters they are wearing or carrying; can be attached to a "R" control device which also has many other functions; sensors on seats, eg: in automobiles
-Extra fancy choice: If there are more than one persons in the room, and one likes high base while the other prefers it low; they system can make some compensation by adjusting according to each person's locality in their room. Each wears a different transmitting device; or program room so that it stays thus permanently. The option of this working on a transmitter basis is not required.
OTD:
"R" Control; "S"; "C"; mp; pp; uk; toy; all; "mic"; synth; portable; "M"; bp; osc; vc; score.
R198 Stereo turns to face the listener's REMOTE ("R") control transmitter. [eg: give N# for our balancer). 22 Feb 93 NK
Sound Follower & Balancer: As person walks, the speakers near them are activated.
*-Ap: **-games; **-getting information while walking down hallways; **-speakers may be portable, as well as microphones
**-couples as paging system in large buildings;
-television scream's position adjusts to best position by where person(s) are.
=
-system identifies person's, animal's location via movement sensors; then can announce statements via speakers nearest their location
*-same product might also be used to broadcast via the speakers according to product's central control (not based on positioning of human(s)
-related to product 1C-291
O-Walk About:
+-According to user's location, the speakers balance their sounds accordingly.
-user's transmitter (PS); or systems motion detector determine locality of person(s) and decides which speakers need more or less sound.
--if there are more than one people, then system balances sounds according to the rough center of the multiple people
-ap: television, radio, any other music or sound generating device
=
O-The following was product number 1C-050: Sound Walk About:
continue to hear the sound of what you are listening to regardless of where you go in the house or other premise.
-when on speaker tel, you can continue to speak to person throughout your room/premise since the covered area has multiple microphone and speakers

-when watching television or listening to sound system, you can hear almost equally as well regardless of where you go. Even different tv screens can automatically go on when you enter a different location. (Ecologically minded people don't want multiple tv's on at same time).

-person walking around has transmitter identifying their location and or transmitting their outgoing voice via their microphone.

-related to product No 1C-110

-OTD: remote control of balancer; pp; mp; date (at certain times the balancer is programmed to over-ride where people are and has a set balance that is needed); interactive%; basic; vc; score%; md; cp; mq; access; UIP; clap; distancer.

-BALANCE: ACCESS (sys works only for certain u (user) (who have access))/ C ('computer) / CART (sw for controlling balancer)/ CLAP (control)/ DISTANCER / K / LOCATOR / MP / MQ / MULTI-USER (each person (u) has different preferred settings for balance and other (stereo) settings)/ NOTIFIER / R ('remote control) / SENSOR (u's location)/ SPEECH / SP TEL (speakers for T ('tel) are balanced)/ STEREO (balance)/ SYNTH (according to u's location in area, sounds are synthesized differently (to compensate) (for street noise, acoustic structure of area, other need as pp)/ UIP (sys determines w5 balance works)/ UQ / VISUAL ANALYZER (determines location of one or more users)/ VR* / W5 (pp how balance works) = BALANCE. For two or more people, system uses the middle point in the (approximate) center. Also titled "Balancer". See 1C-290.

--C93 Stereo turns to face the listener's remote ("R") control transmitter. 22 Feb 93. D: remote ("R") = C93 (osc/speakers)

-D: 1 remote ("R") = 2 tr/3 "sensor" = 4 "C" = 5 signal converter = 6 amplifier = 7 speakers/8 display/9 other function

-OTD: 4* mode of balance shown on display ("S"); 4** cart (software 'cartridge) controls type of balance; * entertain; 4 uk; 4 pp & mp controls balance; 4* multi-user (each user has different setting for how they want the balance to work for them, eg: user keys in code or certain button signifying the program is to run according to their previously entered pp); 7 8 9 *speech; 3 senses people via: pressure sensitive panels in chairs, *heat sensors; for one or more user's their remote ("R") designates their location, since "sensor" judges distance and location of the remote ("R") (via changes in light/radio frequency wave length, GPS); 1 can also manually control which speakers are louder via buttons (arrow keys: < or > going up, down /sideways). User(s)' location also identifiable by user(s)' "remote": user can "uk" desired function/how 7 8 9 adapt to user. 8: "C" or TV/Cable scream adjusts/angles itself, to give user better view. 9: *telephone nearest user's tr/remote rings.

-according to PD (GPS) location, osc ('outgoing sound communicator) automatically balance accordingly. Manually set the balance for two or more speakers in one or more rooms

-includes sound functions found in virtual reality (vr). Other examples: as listener changes distance from speaker(s) osc might be modulated to depict yelling (with beckoning that listener come back closer for more "interactive"/whispering.

-R's K control how speakers are balanced, eg: sliding knob pushes to left or right / arrows (2 to 4 (going in all 4 directions: N (invention) S W E)) control speakers (in similar manner as on most stereos). Supplements other described ways of controlling balancer. D: K ('keyboard) ((arrow) button(s)/sliding knob/ = r = tr (transmits) = C ('computer) (sound source (player/*recorder) = osc (speakers (2 or more)))

US Patents = Balancer

-str: balanc*, audi*, speakers.

++ US Patents: 5287102 "Whenever the pointer is located between the left most and right most icons, the volume is balanced substantially equally between the two speakers" I.B.M. = "Balancer"

-see KN's own pat application.

OTHER ELEMENTS ADJUSTED FOR PERSON'S LOCATION^: S's angle, **blowing of wind from HVAC [Heating Ventilation Air Conditioner], *lighting (so that glare is reduced allowing user to read "S" comfortably.

.-See "Brain": sys' part adapts according to circumstances.

-US Patent No: 3.497,622 Balanced Remote Control, 1980. This is very similar to main section of this "balancer" part.

.-"Tilt": controls sys' functions, eg: turn end of stick to left to the degree the left speaker is to increase/*decrease/alter (via synth) its (designated portion of) sound frequencies.

END OF THIS BALANCE SECTION.

File: Features Intro / Basic*

BASIC *

READ THIS LATER

Optionally applies to [all] electronic central descriptions of our functions listed in the functions section, and under invention numbers, *plus their links.

OTD: #1+: every electronic hardware product has a "C" (computer) in its diagram. This "C" is labeled `C1' within this "basic" Part. *#2: languages for software program, button labels, printed instructions: English, Japanese, Russian, German, Spanish, French, Italian, Mandarin Chinese. (Connects to C1: #2=C1). #3: Easy and cost effective to repair. *#4: Automatically switches to the applicable electrical currency: 100/110, or 220 volts. (#4=C1). #5: Long lasting design: one year warranty; designed to take shock (can be dropped 8 cm to hard floor without damage); semi-water proof; one version of product operates in temperatures between -10 C to +45 C. #6: Beeps a sound of one or more sounds upon activation or turning of crucial feature(s), eg: on/off switch. Different beep signals when: all systems are in working order, at the time user turns on system, sound for each separate key, etc. (D) Drawing: Status of system = tr (transmits) = osc. (#6=C1). *#7: Has the other hardware and software functions and buttons common to the related products. (#7=C1). #8: For consumer and

or commercial and or peaceful and friendly scientific applications only! Is good for mankind. Ecologically friendly. #9: Memorizes all previously entered programming signals after being turned off. For example: previous settings for: volume control; way in which machine should respond or function in different situations. User easily re-programs ("pp") to make alterations. (#9=C1). The old Part used before 1994 for this was "me". *#10: Product design, and the included "mp" & "pp" functions, are designed with the intent to hopefully be interesting, and as easy to learn and use. #10=C1. *#11: Specification tries to keep manufacturing costs down. *#12: One or more variations have sleek miniaturized product design. *#13: Malfunction Alerter signals W5 (especially: why) a likely technical failure has occurred. Sensor = analyzer = osc/display/printer. (#13=C1). *14#: Outer product casing & colors designed to maximize potential purchases based on buyer psychology. *15#: Meets the other many common sense requirements of western manufacturers and users. 16#: Option: Battery Powered ("BP"). (BP=C1). Automatically recharges batteries (located in back bottom of device) when plugged into electric wall socket. Automatically powers system if other electrical energy source fails. Display can be made to show amount of energy in battery; warns 30 minutes or more before battery goes out via sound or light or notice on display ("S") or %notifier. %uses standard functions for saving energy (device partially or fully shuts down after 10 or more minutes of non use, product design requires less energy for most functions, system may save energy in same manner whether it is drawing from standard or battery's electric current). 4E010 Motion Powered Re-Chargeable Batteries.

.--Solar powered option: product is connected to solar panels, or has the panel(s) located on product where it is most likely to receive maximum sun exposure; * portable solar panels; battery as back-up (rechargeable and non-rechargeable battery options). Solar panels/electrical outlet = charger/analyzer/display = battery. *17#: designed to be less obstructive in possible electronic interference with other products, such as: air travel safety, computers, other wireless products, etc. #18: Waterproof system (buttons keep out water using special diaphragms). #19: Designed to take normal wear and tear (semi-shock proof). #20: Transmissions ("tr") via one or more units in the system ("remote") can be via: wireless/wire. #21: Product can be cased in: cc/cm/cp/cr. #22: Standard, and more expensive upscale models of the standard system can be developed. *#23 "Billing". #24: +R28-1 Repair software analyzing system: Studies product's history.

END OF THIS BASIC SECTION

File: Features Intro / Billing

BILLING

This function creatively determines ways in which to charge users fees:

. Fees can be charged digitally, and or come in the form of license fees paid as royalties. Royalty rates can be flat percentages of (wholesale) pricing (with or without a monthly minimum).

. Applications - additional: Study u's behavior = UIP; "track".

. 3E190 GPS Billing Systems: See "PS" Part's "Track" sub-section.

. 'Customized billing based on: 'score for type function/service rendered [higher 'scores 'designate more expensive function]; volume or promotional discounts; surcharges [based on user's profile ('ba)]; country currency; delinquency [penalties]; tax surcharges; services/functions offered but not utilized [as determined by 'analyzer / 'tracker].

EXLUSIVE LICENSES: 'Access can restrict usage to, or away from 'designated users and or markets (the Japanese – South Korean region). Bills paid by [primary] licensee (authorized user).

6B220 MONEY METER – ROYALTY GENERATOR:

Device shows through window the amount and rate at which the internal meter is clicking away, paying for the [parking] meter. Saves from having to collect coins, have coins, dealing with broken meters, running to and back to car. Pay only for invention features/services/what you use, some people might over stay because they are over paid. From economic point of view, people might get their business done more quickly were they not planning to spend a set predetermined amount of time doing something since "the clock is ticking".

-cities might have lower rates per minute for shorter term parkers; limit total parking time (shown on display ("S"), and such display ("S") will only go off after driver has driven the required number of meters, not reinserting more money into meter)

-signs can state at what rate driver should be setting their meter

-for people traveling to cities outside their state, the home state (or wherever meter is registered) gets the money, yet perhaps an equal number of people are traveling out of their state so all balances out.

-if product is cheap enough, all car owners can get such devices at the time they get their car safety check as required by law

-saves space on sidewalks, can take away the parking meters

-device can flash, etc if car is illegally parked, eg: over time limit, ran out of money

-color code(s): depending on type place and restrictions of parking as programmed by driver, color(s) show up for easy identification by parking meter police inspectors

-drivers with unpaid traffic tickets can't put more money into their parking meters. Pay for meters at gas stations, etc. [Money deducted automatically from person's checking account]

-o-account is deducted automatically for traffic violations: car's device transmits coded message of license number and province of issue, police grabs info on speeding cars, or receivers might be done by computers working without a human; parking violations: police simply key into their system car's license or other number which automatically creates a deduction from account

-car owners get periodic statements explaining type deductions made

-car owner might have special combination via which to activate certain features, eg: parking, etc. Reduces ability for unauthorized usage.

-"Tracker".

BILL – READ LATER SECTION MAYBE =

. Functions / Services / Information utilized:

-OTD (D) Drawing: U = This N sys (system) sub-part (what's can be made available; pay for these) ~ C ('computer) =

ACCESS ; ANALYZER (have "brain" achieved desired purposes, or "analyze" designated subject matter; like hiring an automated thinker); cart (software 'cartridge) ; EDIT ; EDUC ; MULTI-USER (allowing multiple u); nr (notifier) (pay for this service); OSC ; PR (pay for ability to reprogram); PS-Zone ; Q ; R ; ROUTER ; SCORE ; SENSOR ; SOUND ANALYZER ; STATUS ; TDS ; T ; TILT ; TRACK ; U; UIP ; VISUAL ANALYZER ; VR* ; WA .

. Limiting "Access": based on amount u (user) can / may / did / promises to pay.

-OTD D: U = This N Sys (level of "access" permitted = determined via; type/level of usage to date) ~ C ('computer) =

ACCESS (type/*level of usage to date); ANALYZER (type/*level of usage to date); CART (type cart used); EDIT ; MULTI-USER (who u (user) is); nr (notifier) (u warned upon excessive usage); PR ; PS-Zone ; Q (type / *level of usage to date); ROUTER ; SCORE (level of usage to date); SENSOR ; SOUND ANALYZER ; STATUS (level of usage to date); TDS (level of usage to date); T ; TILT ; TRACK ; U; UIP (type / *level of usage to date); VISUAL ANALYZER .

* Modes of transmission: (tr) to U / (U's) Sys or N: C = C; U's C = M; T; "modem"; RF; infrared*; wire; OSC; S; "game", "educ", "entertain". Mode of "interactive".

-OTD D: U = This N sys (system) sub-part ((what determines / how / type) mode of tr) ~ C =

ACCESS ; ANALYZER ; cart (software 'cartridge) ; EDIT ; EDUC ; MULTI-USER ; nr (notifier) ; PR ; PS-Zone ; Q ; R ('remote control) ; ROUTER ; SCORE ; SENSOR ; SOUND ANALYZER ; STATUS ; TDS ; T ; TILT ; TRACK ; U; UIP ; VISUAL ANALYZER ; VR* ; WA .

. Miscellaneous: bills in any (major / hard currency). Credit checks usable. Credit cards and other financial instruments, eg: bank checking accounts may be verified prior to offering service / credit. U w (with) good credit can still be blocked if / when they are (perceived = via: uip-db, +"access", security personnel) villains, hackers, or other undesirable elements (of society) (needing to be restricted (for the benefit of society / (local) economy).

-Gen D: u (user) / sys (seeking to gain "access" / to utilize) ~ C ('computer) (cart, access) = M = What's desired (by U): function / service / db (information).

.-See article: "Copyright wrong? A fight brews over who gets to own the future", US News & World Report", Sept 18, 1995, page 99.

-patent search strategy for this general part: (bill or billing or bills or (credit adj card*) and (information* or (electronic* near5 service*) or internet or (information adj highway*) or web*)

-billing programs and fee schedules offered to u based on u's previous history (what services / functions were used (w5); all customers can qualify for any billing rate applicable, but those offered may be different, since seller will maximize likely chances of their increasing profit / *revenue.

. Faults and how overcome - additional:

-Problems: illegitimate "access", credit fraud, inability to pay. Solutions: "track", credit rating reports developed* / ordered, uip for targeting likely problem makers.

-Excessive expense: discounts given to charitable and educational and younger* aged u (user) (w limited services for such targeted audiences, and limited time).

. Charging users utilizing information / functions / (el) services. Limiting "Access": based on amount u can / may / did / promises to pay. Limits: Functions / Services / Information utilized.

-R127 [Commuter's train ticket credit card: circuit emits frequency read by device in ticket gate. JR (Japan Railway)]. Also copied to "Access", "PS", "Score", "Track".

END OF BILLING'S THIS SECTION

File: Features Intro / Brain *

BRAIN * (Artificial Intelligence)

This Older Function Is Now Changed Mostly To: 'Computer, 'Analyzer, *'Coordinator, Etc Functions

Artificial Intelligence - Software that tries to emulate a human's brain functions as best as possible, including inventors, and bright and/or creative people we researched in the past decades around the world.

(C, SW, Analyzer, UIP, Access) = Any of brain section in this file:

Synonymous with "Computer" part; similar to "Peter".

System tries to think like a human brain (where (w5) feasible), system tries to know/learn (memory, analyzer) its limitations. Uses the best state of the art in the field. Fuzzy logic.

DIAGRAM #1: 1 uk = 2 c = 3 tr (transmits) = 4 M/5 function. D1's Read Later: Explanation for previous diagrams' parts is based on the number in the diagram. Commas below aren't usually used to separate the part numbers, eg: "25" is the same as "2, 5"

25: access/analyzer/uip can be changed via pp, mp, cart, u with higher (overriding access/analyzer/uip, eg: supervisor, C ('computer) sys itself); character; 24 tds ('time date stamper) (scores w5: when, *how, *what, %why, who gained "access" into system - [may also be used for uip [database], 4E020 Content & Date Verifier]; 25 "S"; 23 %distancer activates/deactivates lock; 245 "C", 4E020 Content & Date Verifier, 2E251 Intelligent Monitor; 245 %interactive (activates/deactivates access/analyzer/uip, 2E251).

13: signals for activation/deactivation of Analyzer/UIP/Access can be received and or activated via: microphone ("mic") (sound signals activate/deactivate access/2E251); tel ("T"); mo; tr; %fs (correct image eg: signature); remote ("R").

2: *tilt (2E251 activated by N's movement); *distancer (eg: clapper); 245 mp; 24 mq (prior to activation/deactivation; for uip database upgrade, Analyzer/UIP/access); 24 multi-user (Analyzer/UIP/access; individual requires own password or other activator/deactivator to gain access); 245* notifier (who, what, when, %where, why gained access, and or is using system, and or Analyzer/UIP/osc); 25 osc (if Analyzer/UIP/password or other activator / deactivator effected desired function, eg: gained access); 24 uip (Analyzer/UIP/access draws on UIP's database to mq prior to Analyzer/UIP/allowing user access to user; 24 questions for Analyzer/UIP/access - change according to user's uip (mq an action user made on system in one of [important] previous activities); 24 pp; 24%score (2E251).

2 the necessity for any Analyzer/UIP/access features might occasionally be trivial, but may at minimum assist in marketing, and helps organize differences between multi-user; uip.

24tds of user's past access is used develop/alter Analyzer/UIP/access. Excessive or insufficient usage (as determined by: Analyzer/UIP/Access) can exclude/limit u (user) from some/all functions, trigger "notifier", and inform the user's supervisor via tel ("T"), mo, e-mail; helps in billing u; nr (notifier) sent (to supervisor, security) for unusual quantity / type activity.

24 the type of uq can consequently (according to system's uip, mp, pp) affect/control Analyzer/UIP/password/manner needed to activate/deactivate; 5 speaker.

-includes known (c) systems which "Analyze"/UIP/restrict "access" of people / other systems to: use, work w (with) particular el N.

. Read Later (D) Drawing: This N (invention) =

-2E251 Remote Controlled Camera: (sys monitors people according to their access/"Analyzer"/UIP/(code)).

-3E040 3E041 Telephone Noise Canceler: (sound sources identified by their tr (transmits) (analyzer/access/uip code transmitted) are processed/handled differently as pr; system better hones into/away sounds w (with) or wo such tagging transmitters)

-3G010 T ('tel) Ring ....(only for calls coming from particular CID, "Analyzer", UIP)

-4E020 Registrar

-E020 form of remote control

-5E080 analyzes for better acoustics

-5E090 Wireless Music Band: (access limits usage of certain portable el N)

-5G061 Dyslexia Software: (speed at which info given determined by u's UIP/access: either u gets info faster (inhibits uninitiated computer hackers) / SW ('software) slows down when c/security guards need more time to "analyze" the "access" level of u (who is being questioned (by c); 5G070 Speed Reading Software)

-7G050 & 7G051 PVC Perforation Alerter & 7G052 Flexed Level Notifier: (type "Analyzer"/UIP/access determines: type of pvc needed (for extra/less protection: to save money/trouble); which types of occurrences (chemical contact, perforations) need nr (notifier) to u/sys/monitor)

-9G220 Channel Scanner Skips Stations Having Commercials: (analyzer/access/uip determines what (w5) u (user) needs to view (access), communications/data that can selected include: t, mo data, a/v material, db, m access, usage of R ('remote control) functions. sys (system) blocks: commercials, aspects of data (which are coded as restricted to certain access coded u)

-"Bill"

. % Read Later This N Part (Brain, Analyzer, UIP, Access):

-2E251 Intelligent Monitor: ; 3E040 3E041 Telephone Noise Canceler:

-3G010 T ('tel) Ring Delayer: (w5 sys delays ring (on a caller by caller basis))

-5E080 System self analyzes best synthesis for acoustics of room/hall:

-7G050 7G051 PVC Perforations Alerter: ; 7G052 Flexed Level Notifier:

-9G220 Channel Scanner Skips Stations Having Commercials:

%-o-C112 Computer predicts human error. Input UIP (working conditions of person). System predicts errors they're likely to make. 30 Sept 92 YD.

-utilizes fuzzy logic

-Sys analyzes u's actions -> database (behavior). Eg, Ubiquitous computing: u (user) carries (tiny) "c" that communicate with other "c" embedded in: appliances, t, cars, walls, KN. Eg: Xerox's Parc Tab, and other products mentioned in "Popular Science" Feb 95 from p.47.

2D-021 Sys reacts to external products according to "analyzer"/uip/"access"/w5:

Eg: Incoming-Call Identifier - Screener / External Element Identifier. Calls from desired tel numbers have a different ring. Hereby caller knows whether to pick up the call or not. -(Designating different type connections / (incoming) calls related to another of our ideas?): sys (system) responds differently depending on which other N/sys/existing product wants to "interact" with it.

--sys knows identity of other part/sys via its: "access" / code / tel # / uip (behavioral characteristics of N, or U: how it moves / functions / responds (to stimulate from central "C" or "M") / visual analyzer / sound analyzer.

-D: Central Product / Sys = C = sensor / analyzer / uip analyzer / caller ID sys part = tr/rc = External Product / Sys.

-OTD: NOTIFIER (when desired contact has been made with part or organism); PS (location of external product is a determining factor in deciding if any/type connection/contact is to be made); R ; ROUTER (routes external product by their type nature); S (shows status).

-UIP=Analyzer: A sensor that connects to u (user) (human body, eg: finger wrap; animal*) to read electromagnetic signals generated by the skin. Proprietary software interprets those signals and translates them into actions. Being researched by company: Other 90% Technologies Inc., Sausalito - See Wall St. Journal 1995 (maybe 6.95) article titled: Mind Games: Soon You'll Be zapping Bad Guys Without Lifting a Finger. Finger wrap will sell for $100-$200.

OTD D: This sub-N (monitor) / C =

-3E020 GPS Record Keeper: when object goes in / out of range / desired uip = monitor (begins) "analysis".

-3E151 GPS Circumstance Correlator and Controller: when object goes in / out of range / desired uip = monitor (begins) "analysis".

-5E040 Recording prompted upon presence of certain sounds: when object goes in / out of range / desired uip = monitor (begins) "analysis".

% See 4E020 Content & Date Verifier: Sub-N of "Brain".

% 9G220 CHANNEL SCANNER SKIPS PARTICULAR INFO: Sub-N

-This main sub-N is for skipping tv commercials.

-Dissemination of codes from 3rd company source, continually broadcasts signals guiding entertainment system to avoid channels which are in commercial mode at any one time. Charge $20.00/mo.

-system codes type data/shows by: status / "analyzer"/uip/"access". In tern, sys (system) knows (better) what (w5) to focus on / "analyze".

-OTD: D (This N) =

ACCESS (to monitoring organization / u (user) / prevent non subscribers from using service); ANALYZER (uip); BILL; CART (sw of uip, pre-recorded entertainment); M (monitoring service); MIC (voice); MULTI-USER (each u wants differing stations to enjoy); NOTIFIER (connection w (with) monitoring service terminated or if problem); OSC (w5 advertising starts/stops; W5 (what, where, when, why and how) desired programs are (about to be) broadcast); PR (uip; synth; osc; stereo); PS (broadcast shown in room u (user) is in at time); Q (how use sys); S ; SCORE (u's past usage pattern, eg: w5 for type entertainment; T ('tel) (mo; u's sys / this N = monitor service's c); +UIP ; VISUAL ANALYZER ; WA .

% Other (far out) applications: u nr (notifier) when services are cheaper due to drop in usage by other users.

-utility users of: electricity; (long distance / cellular / expensive) telecommunications (t); satellite usage; M usage (database, number crunching, etc); gas (cooking, heating) *.

--u nr (notifier) when services are being less used, hence charges drop at these (unexpected) times, or prices rise at unexpected surges in usage.

-System determines via its "analyzer"/uip/"access" the content of material

--especially useful when material / broadcaster / service provider doesn't supply codes / access which helps u's selection sys (system) select for their tastes/needs.

-"analyzer"/uip/"access": u's situation changes by the hour (for business), hence u's needed info changes accordingly = "analyzer" determines what needs selecting = this N.

END OF "BRAIN *" SECTION

File: Features Intro / Camera*
CAMERA *

3A930 INTERACTIVE MICROSCOPE: when 1) colors, or shapes change beyond certain point, or 2) certain color(s) begins to take prominence in a microscopic growth - triggers alarm
-the brain of system memorizes the (timed picture) point of reference from which it should notify the user of change
-UP approximate level of change wanted before being notified
-motion "sensor" {might have clock which date stamps & memorizes when certain movements were made, and possibly visually store such occurrences, eg: small organism gives birth, or moves across screen} -has date, time calendar, which can also date stamp each picture
-built in alarm designed to go off at certain time (based on clock only) and or if something changes significantly enough in image
-saves man hours
-microscope applicator: injector will inject, spray or drop in chemical(s), food, etc into area(s) being observed by microscope.
Injection occurs at appointed hour on its clock and or when certain changes have taken place
-at desired timing/occurrence(s), invention can (on microscope slide): cut; or connect two parts/regions; agitate, etc via: laser, cutting instruments, needles, shaking device, etc. These functions can be handled via a small joystick type device; commuter type mouse which shows on screen what needs to be altered and then device handles rest on its own.
-display shows what was done and how and how effected, and kept in memory
-computer with its software, which operates one or many microscopes simultaneously, can record new general scientific tendencies and chart numerous graphs and tables from collected data
-software has [all] functions common to {many} any database or scientific softwares.
.-4E020 Content & Date Verifier: of (any said) occurrences

6B110 CAMERA ALERTER: Signals cameraman when technical difficulties are occurring during filming. For still or motion cameras.
-when excessive movement(s) occur, device will emit light, [sound] via externally broadcast means (non-camera people might know about problem), and or through eye viewer (seen by cameraman). Purpose: redo tape while actors, set, etc are still in place; perhaps cameraman was not so aware (or director isn't yet aware of cameraman's poor abilities).
-catches: low light; when item being photographed moved to quickly (cameraman simply ignores this warning when the blur from excessive speeds is wanted)
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-signals to cameramen whenever any normal technical filming problem occurs: poor light; bad sound frequencies (too high pitched)
-for still and motion cameras of all types

OTD:
Signals whenever these problems occur: certain colors that are not well reproduced (or reproducible) onto film; Codes: all; "S"; "C"; pp; mp; uk; date; educ; "mic"; synth; portable; sst; "M"; bp; alerter; osc; vc; score; teach; cart; cp; for still & motion cameras.

6B100 REMOTE ("R") CONTROL: control the rolling of film; direction of camera (camera might show what it is catching on a tv screen - allowing user to better direct camera); light; speed; etc.
-control with wire for on/off exists

6B160 KEY CHAIN CAMERA: portable or regular camera attached to key chain. Has auto focus and exceptional ability to take pictures in all light conditions, especially dark and work with infrared flash (can't be seen when flashed by humans). Takes picture fairly quietly.
-purpose: picture people attacking user, or criminals at large; special occasions when you really wish you had a camera
-may shoot in black and white if quality of photo is easier in this mode
-might hold 20 to 36 pictures; or only 8 or so if this will allow camera to be much smaller
-has feature which will take all except last two (or so) pictures in quick sequence automatically (camera will refocus between each shot)

6B170 ELECTRONIC POSE: prior to taking picture on still or video camera, device entertains and or cheers up and or makes people being photographed more relaxed and or photogenic. by:
-flashing lights and or sounds
-display shows moving or stationary: character(s), faces,
-doll pops out, with or without sound and surprise
-audio states things or makes sounds
-device is built into or separate from camera, video camera

* 3C-440-083005 CAMERA'S ENTERTAINER: Creates surprises for better pictures. Examples: something pops out one second before the camera's flash; has 1,000 different possible audio messages. Similar to KN (invention) from A or B dir.
-Tripod Entertainer: puts kids, adults into good moods for photo taking.

*.-Costumes: - each of three legs made to look like that of a creature's eg: dragon, pig, chicken, angel, madam, witch, elephant, goat, dog, cat, fish, etc.

*.-attach electronic entertainment, eg: flashing lights, with or without sounds (OK for still life) - sounds can even be of laughter, etc.

-4A-41 product number is merged herein

-Only the below is wanted for the patent application. The above helps explain the basics.

Device can move, even in unexpected ways to create interesting reactions for photo. There is just a second or more from the time the device pops out something unexpected to the time the camera takes the shot.

-the device may have many different options of creating excitement, thereby allowing several different picture takings.

+ the "surprise generating device" may also be part of cameras, even the disposable kind

-the surprising device reduces the chance of shock to the camera, so there might be at least a second between surprise and camera shot =

Possible types of surprises:

+ -something pops out and dangles

+ a verbal announcement, sound or music is created which can be humorous, shocking, etc.

-surprises can also be a sound which is selected from a memory of 10,000 possible sounds, words, and interesting unexpected phrases.

OTD: "R"; "S"; pp; mp; uk; mouse; date (activation of surprises); interactive; toy; entertainment; portable; sst; bp; osc; vc; score; tgh; md; cart; cm; character.

3C-490-083005 THREE DIMENSIONAL CAMERA: Computerized system analyzes shape and reproduces image into plastic. Special camera memorizes each section's distance from lens. Pictures are taken from multiple angles. System merges all data to compose dimensions of object. Data is for analysis and or transmitted to the reproducing device. Example applications: Copying sculpture, machine parts; easily redesign objects with accuracy.

3 DIMENSIONAL, ETC: Camera shows the heights and depths for all elements in the photographed frame. This information is merged with a real life photograph. Each distance factor (from the camera, etc) is coded by: a different color/shade; or, small numbers throughout the photograph showing the distance(s); or additional photographs which exemplify distances...

OTD: "S"; "C"; pp; mp; uk; mouse; educ%; toy%; basic; (microphone and synthesizer: convert sounds into corresponding images and then onto objects, eg: sing in a deep voice and make string sculpture, sing in a high voice and create image of laughing monkey)%; printer; au; t; c; osc; speech%; vc%; egh%; score; cart; tr; mo; cm; uq; mq; access; pi%; character; clap%; distancer (used to generate images)%; multi-user; remote%; notifier; air pad; visual analyzer (compares final product with what "C" said device should look like).

-Sys allows for self-guiding in three-dimensional world. Applications: "locator"; judging distance ("distancer") of object/villain/their speed; understanding relationship between designated elements (object/person) w (with) environment.

* 2E-100 GENERAL DATA ON VIEW FINDERS (N 2E100 to 2E130): for moving pictures ^(video, cinematography), still life (color, black/white; with images onto film and or stored in memory).
-D1: 1 camera lens = 2 camera = 3 image conversion/computer = 4 image transmission = 5 view finder
-D2: 7 "printer"/8 "mfh" = 3 computer ("C") = 6 "UK"/9 "osc"
Notes on D1: 1 2 3 for: any type of film, eg: video, cinematography, still motion photography; 3: huge memory

OTD for general data: 1 access; 1-7 air pad; artist; 9 balance; basic; 3 cart (software 'cartridge) (image editing, information processing/organizing (type menus)/transmission modes)); cc; au; ch; 5 7 character; composition; 3 date; 5 display ("S"); educ; entertain; 3 "C"; float; 7 fs; game; interactive; 3 locator; md; 8 mfh (for live broadcast, editing possibilities, storage in "MFH" of images); 8 "mic"; 3 mo; 3 9 motion sounder; 3 mouse; 3 6 mp; 3 5 6 mq*; 3 multi-user; 3 6 notifier; 9 osc; 3 8 uip; portable; 3 6 pp; 7 printer; rcp; 6 remote ("R"); 3 6 score; 3 sound analyzer; 3 9 speech; 3 sp tel*; 3 stereo; 3 connects w/ any video display/retrieval/recording system; toy; tr; uk; uq; vc; visual analyzer; 3 4 5 6 8 9 wa.

Additional Applications for `it' [this new general product category section 2E100 - 2E130]: any one or more of the following applications/products in `its' fields may be used separately and or together; with or without `it':

$ 2E110 CAMERA LIGHT ANALYZER: Determines from which direction additional light is needed. Suggests ideal type light sources to integrate with existing lighting, via use of its light frequency analyzer. This invention doesn't cover how this could be done.
-(Camera's / "Lens"') Lighting Analyzer/Demonstrator: the source from which more light might be needed and or how much more light (watts needed). Mk? Cost to produce?
-D: light "sensor" = "analyzer" = computer ("C" / "camera") = display/other output
-OTD: u k / sys "analyzes" colors visible via "camera" lens -> in tern the necessary light / other factors necessary for desired effect (known via^: uip; pr; q; analyzer) are made known -> to u / sys (system) -> sys / u adjusts sys accordingly -> improved imaging (onto film / memory=c / "printer" / projection (onto wall) / slides).
-for semi-professionals, yet top professionals don't need it.
-camera gizmos been around since 1800's
-To make more patentable: Sys or u says one side of human face needs more light, because it's a face, it adjusts suggested light needed (eg, because reader read idea in article). U says they do/don't want light evenly balanced.
-Patent search strategy:
.-(guide* or tutor* or analyz*) and direction* and light*

-guide* and direction* and light* and angle*

-problems needing to be overcome: sys knowing how to suggest (via "analyzer") in which direction additional/less lighting is needed.

* 2E-120 AIR PAD VIEW FINDER: Exists

-Watch yourselves when making videos by looking into the viewfinder while filming. Good for indoors or outdoors.

--the viewfinder can be with wires; wireless version transmits from camera to view finder ^via: cellular tel ("T") technology

-Watch what is happening in another room, or part of the world. An advanced version of AT&T's Video Tel ("T")

-also view TV/VCR on system

-D: camera = computer ("C") = transmission = display ("S")

* 2E-130 IMAGE-DATA PRINT OUT: Conveying of images to non-film medium:

print out, fax/tv teleconference transmissions/receptions of the view. Application: show images to directors at a different location - helps get quick approvals from ^directors/customers while ^things are in place.

--transmission(s) ^via tel lines, wire, radio frequency, cellular tel lines

-sender = visual/%audio signals = computer ("C") and software = alter the images = print/transmit.

The receiver of the transmission may tell the filmer what they want by altering the image ^this way.

--effective for situations for which time is crucial, eg: live tv news casting

-Date Marker: "TDS" each screen ("S") and or segment of shots taken.

* 2E250 VCR CAMERA: An improvement of Sony's miniaturized camera.

1 Camera = 2 base/3 recorder = 4 tr/5 editing/6 play back/ 7 other.

OTD: 2 image converter; 2tr air pad (viewer/control camera); artist (edit images recorded, eg: add graphics); basic; 2 cart (editing); cc; 2clap; 2composition (combine edited visual effects with composed/edited/synthesized audio); cp; 2date; 2display; 2 distancer (activates/deactivates camera/system); entertain; 2 "C"; 123 float; 1 camera works (under water 5000 meters below sea level, and in all weather conditions); 2fs (fs out images made); %game; 7 satellite; 2gps (system will state/show the location in which view was made, help analyze correlations between location and audio/visual data collected for/from such locations); satellite controls w5 images are shot/recorded/"tr"; interactive (camera shoots in certain instances: when 3"visual analyzer" is triggered in any way like a motion being sensed, type of image made is automatically 3routed/edited according to how "visual analyzer" analyzed image); 2"locator" seeks desired object/situation needing to be shot, and directs camera; md; 7 mfh; 2microphone; 2mouse (editing A/V); 2mp; 2mq; 7notifier; 7 osc; portable; 2pp; 7 printer (prints images copied; 2remote; 2sound analyzer;

speaker; 7 %stereo (enjoy images made with tv/vcr/VTR/stereo system; 1tilt; 2uk; 2uq; 2vc; 2visual analyzer; %vr; %wa.

R30 VCR RECORDS SUPER-SLOW MOTION. Captures 500 frames per second in real time.
.-[Nac Inc 2 May 92 NK]
-visual recording system can also be "Camera" (still photo onto film / digital memory)
-2E251 Intelligent Monitor: allows more precise "analysis" for changes in smaller time periods. Converts images into digital format.
OTD:
This N (Intelligent Monitor 2E251, Slow motion recorder) = ARTIST *:; CAMERA:; CART *:; COMPOSITION *:(visual display (s) matches the osc ('outgoing sound communicator) (by tempo; theme (eg: upbeat music has upbeat images)); ENTERTAIN:; MFH:; MORNING **:; MULTI-USER*:; NOTIFIER:(visual analyzer = C ('computer) = notifier); OSC:; PR:; PRINTER *:(desired photos (from sequence)); PS:(camera tracks pd); Q *:; R:; S:; SCORE:(visual analyzer = c = score; *tds); SYNTH:; TEL:(tr); UIP *:

+ R30-1 SELF ADJUSTING CAMERA MONITOR: Automated camera recording system alters itself according to occurrence. Occurrences include: existing security system detects possible trouble; visual analyzer detects interesting changes in unmanned research laboratory. Camera intern: increases number shots per minute (so can be played slow motion later), or activates microphone, or goes into zoom or wide angle, or turns itself on/off.
-ACCESS **:(visual analyzer effects control of system (on/off)), eg: security application, capture people when sys (system) analyzes there appears to be a villain;
o-additional situations (triggering "camera" sys responses): access code denied (yet person tries physical / c entry anyway); security system alerted (to possible villain), eg: see "access"; uip shows situation, eg: one or more of w5 plus other uip data occurring (simultaneously) (increases chances) that situation might want to be photographed (for security, research applications); visual analyzer = detects particular changes in lab experiment.
-"camera" responses (to such situations): increases number shots taken per minute / increases recording speed; zoom; wide angle; "mic" w= "camera" activated; sound analyzer activated/controlled; security/observer nr (notifier) to situation.
-D: situation (triggering sys (R30-1) to react) = sensor = c (analyzer) = recording (a/v) / nr (notifier) (notifier) / m (uip)

R47 MINIATURE CAMERA [Hoya-Schott Corp, 2-7-8, Nakaochiai, Shinjuku-ku, Tokyo 161 03-3952-5011 1 Aug 92 NK]
-D: camera = tr (transmits) (wire/wireless) = C ('computer) / standard film using mechanism = "M"

-lens follows (points to) desired object(s) according to camera's pr/uip. Images obtained used to develop uip.
-OTD:
ACCESS **:; CAMERA:; CART *:; S:; ENTERTAIN:(see other people at party); "M":. PS:(guides which camera needs to capture which object/person and at which angle lens should be pointed (due to tr (transmits) from pd)); this identical N (invention) probably in C ('computer) dir (better N).
PP/MP:; Q *:; MULTI-USER*:; NOTIFIER:(alerts to unusual activity as system intelligently determines via changes in pixels which in tern correspond to certain images designed to trigger an alarm), this is the KN "visual analyzer" code; OSC:; PRINTER *:; R:; SCORE:; SYNTH:; TDS *:(each scene); TEL:(tr); UIP *:.

R82 DIGITAL STILL CAMERA has built-in transmitter: pictures taken transmittable via tel lines. [Olympus Optical Co: 2-3-1, Nishi-Shinjuku, Shinjuku-ku, Tokyo 163-09. Tel 03-3340-2121 NK 16 May 94]
-2E251 Intelligent Monitor

R118 SYSTEM RECORDS VIEW BEHIND VEHICLES for truck drivers, eliminates blind spot. [Clarion, 17 Feb 93 YD, Before 92 - MF]
-OTD:
CAMERA:; CART *:; CLAP: (for desired view/controlling "camera"); Display ("S"):; PD:; PP/MP:; MQ/UQ *:; MULTI-USER*:; NOTIFIER:; OSC:; PRINTER *:; REMOTE ("R"):; SCORE:; STEREO:; UIP *: ("scores" past near accidents of driver); UK:; WA ('walk about) (to improve driving performance / training).

A4-71C TINY PORTABLE CAMERA. Keep for emergency photos. Smaller size permits easy portability w/ some loss in quality.
Applications: catch hit and run drivers; thieves; give to police officers

Captures visual images and translates them into two or three-dimensional images in electronic media (digital) / film (video/color negative type). (D) Drawing: camera=tr/rc=c=tr/rc=viewer/r -Many optional features, examples: Camera can zoom / pan as directed by c/system/user/"remote". Viewer lets user see what camera sees. Light/flash (direction of light can be controlled). Auto-focus.
%-Location of PD (Positioning Device) / person (based on signals they generate: heat, vibrations, visual movement detected by camera's "sensor" directs angle of camera's lens.
-Camera angle controlled via r, pr (program) on sight, and or from * remote location.
-OTD: % visual analyzer =uip/notifier. + "Track", "Track" = "Visual Analyzer".
-o-C86 Electronic Camera records still & moving images. Ricoh 3 Oct 92 NK & 8 Mar 93. D: R ('remote control) = C86
-4E020 Content Date Stamper: Registers and organizes previous occurrences.
-"Bill"

-Advanced Photo System (APS) (primarily for portable cameras) described in "Popular Science" 6/96, p.86. Digital cameras.

"Camera - Control" IMI. Each of its imi belongs in another bigger imi. Camera is wo brain by itself, hence don't expand herein. Focus: w5 camera focuses; expanded in "va". track: expanded in track
VA: camera sees then responds accordingly; expanded in VA

2E110 CAMERA LIGHT ANALYZER: Determines from which direction additional light is needed. Suggests ideal type light sources to integrate with existing lighting, via use of its light frequency analyzer. This invention doesn't cover how this could be done.
-for semi-professionals, yet top professionals don't need it.
-camero gizmos been around since 1800's
-To make more patentable: sys (system) or u says one side of human face needs more light, because it's a face, it adjusts suggested light needed (eg, because reader read idea in article). U says they do/don't want light evenly balanced.
-<3, 3, 2, 3-mk>

2E251 REMOTE CONTROL CAMERA: Camera functions are controlled as dictated by distant computer. Computer records according to what its visual analyzer is seeking: what, when, how, why. Examples of when recording takes place: cells in petri dish divide; particular people enter or exit (system determines person via their transmitter or other means); there is any type of threat or disaster. This is an application of the visual analyzer which is another invention.
-<$, 4, 3>
-Remote control camera itself is not new.
--Exists: c controls camera, eg: when: every 30 seconds, or when joystick moves. When there are no more parts coming down assembly line, sys stops itself. C ('computer) moves camera under a preprogrammed manner, eg: panning every so often - probably not adapting to environmental changes.
--Maybe exists: probably minor pixels change on frame-to-frame due to electrical static. But sys ignores such. It searches for big changes. Then sys follows the big change's movement. But might not have improved above.
--Maybe Patentable: sys identifies (particular) person (via uip (access, color, height, w5), then camera follows. Then sys automatically goes to top 3rd part of person. Sys knows to go to top of image.
---nr when bottom of Petri dish is filled.
---point camera into nuclear plant, point at unusual area (hot), camera (infra-red) then moves its head to other important areas (thereafter, which might intern be effected).
-2E210 Image searcher: camera seeks particular images, intern shoots, follows, pans, etc accordingly (to pr).

-if there are multiple unusual / sought after circumstances, sys can (quickly) pan between the two, giving equal time to each, or proportionally more to the one by how unusual it is (with a maximum 65% of time to any one point).

--if one of the points becomes less unusual (villain left their bag on floor and walked further), sys gives less attention (since its not moving (much) anymore)

--sys functions w one or more cameras that (partially) overlap the same view area.

-camera zooms into desired activity, person, object, (as changes occur)

. Detection System - camera seeks out (unusual) activity via:

-motion detector: (old N, KN), heat sensors, changes in visual pixels, tripping of laser lights, vibration sensors, "sound analyzers", changes in light (switching on light switch (sys ignores (via c) changing sun motion)), etc.

-sys may ignore (pr): sounds of particular frequencies - "sound analyzer"; motion by other cameras (within its view); moving shadows via window light source, via: sun, moon, car or street or other outside lights (due to sys' c=memory (uip of such type occurrences).

-Interacts w (with) other sys: this n "interacts" w (with) any KN / existing% security monitoring sys: gains additional info (via monitoring, uip (data collection = for matching data)/ helps police / helps determine nature of unusual activity.

.Reacting to Villain: when sys (system) 1st identifies unusual activity / determines there's (likely) a villain.

.-police, internal security contacted

END OF THIS CAMERA SECTION

File: Features Intro / Cartridge*

CARTRIDGE FUNCTION (PART) *

This Can Be More Of An Auxiliary Option Than Many Other Features

The cartridges contain accessories like software. Additional objectives, functions, and processes are sold as separate high profit yielding cartridges.

-D: 1 cart (software 'cartridge) = 2 C ('computer) = 3 tr (transmits) = 4 function/5 other

-OTD: 1Software contains databases; 1each software has different but similar functions and objectives; 1examples: software programs for word processors, game cartridges for electronic game devices; 2345the central features of the system might be unchanged by the cartridges; 1cartridges are designed to earn high extra profits (normal practice) since user may want the many extra features which are designed for the specific product; 1*access (each cart is a type of key gaining access, each cart can alter the required method of gaining access); 1% cart for artist; 1character is within the cart; 1% cart for composition; 2display shows the cart in

use; certain 1cart allow invention to access 5M [via its built in password and or parameters of software]; 1%morning alarm; 2% uk's, remote's, mouse's movements are interpreted differently according to the cart (software 'cartridge) being used; 2mp & pp the cart; 2user and or other companies can design new cart for the invention; 1 cart is designed for %multi-user; 1% each cart has its own parameters/methods via which to collect, analyze, dispense and or utilize uip; 14* cart for 4printer; 1% tabulate & 2keeps score; 1cart for %sound analyzer; 4% speech; 2% synth; 2*tds; 1 cart for mq/uq; 2fd-hdd. Interchangeable ROM cards (snap into slots (in back of system)) (as used by Franklin's Digital Book System's (Microchip Library), from USA; etc).

-Sub-Parts: Cart-SW: permits differing functions; Cart-UIP: multi-user, access.

-Sys "tracks" how u uses (w5) cart.

-Cart keeps log/score for frequency cart / particular functions of cart were used (for specific applications).

--Greater usage effects billing of customer. Customer purchases limited usage times (tds: total hours used).

.-"Cart" controls how "Router" locates then= retrieves needed data= for this part.

-A code (access, el (electronic) `water mark') encoded in sw/data* limits how sys / program can be: utilized (to operate device) / "edited" / copied. See: "Access", "Edit".

+ "Billing"

.-US Patents: 5426762 system for determining authenticity of software = "access" / "c"; 4553252; 4870605.

--str: cartridge* and (computer* or software*)

-"cart" has (imprinted) "access" information (on outside of disk) that needs to be read (via scanner ("va") before cart is utilizable. Eg: printed bar codes or microchips on cart.

. $ 9G180 "Cart's" Security protection: surface area has special ability to get / retain finger prints.

--This surface can also help date timing of such imprints, via later chemical analysis.

File: Features Intro / Character*

CHARACTER FEATURE *

Extensive Details in the 'Game features folder.

Guide-Character: It takes on characteristics to better help user. Character changes its image to offer type needed information, while its image creates the desired 'mood= to better elicit desired response from user. Image's changes take into account the synergy of: subject matter; u's uip; nr; 'billing [amount owed to date on that transaction; billing rate for subject matter character is in at that moment].

-Character's 'image is 'edited according to type 'guidance. The difference in 'image allows:

-u to sw click on differing parts of 'character for: tutorial; 'routing.

-the 'mood of character's 'image: fits the task [via its altered attire, size, parts, colors, environment in which its found-matching scenario of user].

.--eg: 'educational sw for sales people shows confident and ambitious 'character in business suit; has visible smile and open face.

.--eg: 'game's 'character shown to be friendly, versus hostile to player being guided. Such as via: 'guide character's attire, facial and other body features being friendly, confident and similar to 'characters which are on player's side of 'game. In other words, 'character is different from the [enemy's] 'characters or other elements.

-uip: 'image match's u's (behavior / physical) profile, eg: hair/skin coloring, age. 'Multi-user.

+ Subject matter u encountering on 'C: u knows type db ('database) or other field of SW ('software) / internet= u is in based on change in 'character's 'image. Value: a faster way for u to know where (W5) u is without having to read for information somewhere on 'screen.

+--big area expandable. eg: every type of 'score / 'tds or other measurable element can be portrayed in changing character's image.

File: Feature Intro / Compose

THE COMPOSE FUNCTION

INTRODUCTION: What sounds might you like to compose? Or would you like an invention that has learned your tastes to synthesize something for your tastes?

It is known as 'Compose or 'Composer. They improved past interactive musical parts. See the folder of Musical N. First See Parts: Balance, Educational, Entertainment, Guide, K, Mic, OSC, R, SA, SoundVis*, UIP, WA*, VA

+ 3K-3 KEYBOARD SHOWS NEEDED KEYS:

A musical keyboard that only shows the keys needed for the desired task. Saves from confusing novices with too much info. They can focus better on what interests them. It's easier to sell inventions which just show the needed keys for what the walk in client wants the system to do.

. User Information Programming learns what keys are likely to be most needed by the user. System has learned what keys the user has used for designated applications in the past. It also predicts new keys the user may need based on their changes in habit, such as their learning curve.

. Expansion Ideas:

-Novel functions in and outside the world of music.

////

-only keys needed for type composing are shown

-easier to sell: salesman judges level to which user knows music composition, and shows them correlating complex tasks desired; salesman need only show those functions wanted by user, telling user, there are nearly as

many functions as desired (but these additional functions won't get too much in the way of the functions user wants/understands)

--lets user move up market by purchasing "cart"

-cheaper version: only buttons applicable for desired program light up

. Read Later:

ACCESS **:; ARTIST *:; CART *:; CLAP:; COMPOSITION *:; S:; ENTERTAIN:; FS **:; MFH:; MORNING **:; PS:; PP/MP:; Q *:; MULTI-USER*:; NOTIFIER:; OSC:; PRINTER *:; R:; SCORE:; STEREO:; SYNTH:; TDS *:; TEL:; UIP *:; K:; WA:. This idea originally developed before `94, its earlier N # not listed here.

-maybe shared idea with Korg in 1991, perhaps without diagrams.

+ 3K-4 AUDIO SKATEBOARD:

Kids can insert sound effect options into the device. Then different sounds are emitted based on how the device is used.

-Skateboard examples: each speed level, and type turn or jump has a corresponding sound. Sensors tell the outgoing sound communicator's synthesizer what's happening.

-Other applications: Any toy with moving parts sound by how and or when they move. Toys include: robots, vehicles, even pet toys.

-expand the keyboard market by letting users make sounds for their product (skateboard, bike, roller skates, car) moves/is used.

. Read Later:

CART *:(type music wanted (u makes music on his system then insert/tr into his skateboard); COMPOSITION *:(mfh / other computer); S:(lights/graphics while making sounds); ENTERTAIN:; PS:(skateboard makes different sounds according to location (makes laughing sounds while u is going by those he isn't friends with); PP/MP:(osc); Q *:; MULTI-USER*:; NOTIFIER:; OSC:; R:(observer can control the a/v effects); SCORE:(for game scoring (speed / # of tricks performed successfully); STEREO:(play in outdoor picnic by plugging into (portable) speakers); SYNTH:; **TEL:(mobile); UIP *:; K:. This idea originally developed before `94, its earlier N (invention) # not listed here.

+ 3A420 WIND MUSIC GENERATOR:

Converts wind into pleasant electronic sounds. Set how you want the invention to jingle or make other sounds based on the wind. Air movement sensors show the direction and speed of air movement. Those signals are used by the synthesizer to generate sounds. Program how you want the wind interpreted into sounds.

-Other variables that the synthesizer can use: time of day the wind is blowing, temperature, humidity level, day or month, etc. Each variable picked up by the sensor can have its own synthesized sound track.

-Example sounds: increases the volume of the actual sounds the wind is making. Lower the pitch. Have Christmas like jingle bells. Certain scenarios can trigger pre-recorded music. System can verbally state the outside wind speed and or other conditions.

-More variables: Sounds generate associated images on an LCD screen. Rotating sculptures can move with the wind while generating the invention's sounds.

-Expansions: What other marketable toy inventions might make sounds based on the wind or other weather patterns?

-electronically convert winds into unique "New Age" music. The generated sounds can be synthesized into any manner possible with current technology & standards.

-user cans make/listen to other sounds on same or attachable instrument, eg: other synthesizers, pre-recorded sounds/music. The other sounds can be played in conjunction (foreground or background) or separately from the wind generated sounds.

-wind can move, eg: bend, jingle, gyrate, invert, push, effect levers instruments which effect the "mic"

-gages speeds of wind

-convert wind into video images which can be synthesized via somewhat related methods, creating a/v, audio, or video impressions

-categories: weather, music, wind

-different speeds, sounds, etc can create different audio and or visual signals

-machine can print out the composed music and or visual effects

-has built in tutorials

+related to 3A-96-1 Water Composer Invention.

. Read Later: display ("S"); "C"; pp; mp; uk; interactive%; toy; all; entertainment; "mic"; synth; portable; printer (prints graphics generated by sounds); "M"; bp; sp; osc; vc; score%; md; cart (software 'cartridge) (sound generating softwares).

* 3K-1 VOICE INSTRUCTOR:

-system may know type song user will sing, to better analyze

. Read Later: ACCESS **:; %ARTIST *:(guides on how well user can copy (master pieces); BALANCE **:; CAMERA:(sees u's mouth moving and analyzes it for correct movement, via c=s system shows correct lip movement (teaches speech too)); CART *:; COMPOSITION *:; Display ("S"):; ENTERTAIN:; FS **:; MFH:; MORNING **:; PD:; PP/MP:; MQ/UQ *:; MULTI-USER*:; NOTIFIER:; OSC:; PRINTER *:; Remote ("R"):; SCORE:; STEREO:; SYNTH:; TDS *:(shows user's progress, for UIP); TEL:; UIP *:; UK: See original descriptions filed before '94 (its N # isn't here).

* 3K-2 SOUND MASKER:

-UIP of previous 30 seconds is used to better handle current noises, the latter 5 seconds are given greater weight.

-emits constant sound

-user controls/"synth" type of grey/other sound desired to masks noises

-user can compose music (keyboard), system then modulates it to mask environmental noises

. Read Later: ACCESS **:; BALANCE **:; CART *:; COMPOSITION *:; S:; ENTERTAIN:; MFH:; PS:(certain environment's particular noises (a s in database/uip (for user) show certain locations need differing sound cancellation according to type sounds heard in such locations); PP/MP:(how system can cancel/alter (unwanted) sound); Q *:; MULTI-USER*:(tailors tape cancellation per each user's preference (in style)); NOTIFIER:(alarms heard by u if important^: tel, fire); OSC:; **R:; SCORE:(sound analyzer studies unwanted noise's behavior); STEREO:; SYNTH:; TDS *:; TEL:; UIP *:; K:; WA:. This idea originally developed before `94, its earlier N # not listed here.

3K-5 PERSONALIZED MANTRA SELECTOR :

-simple system, or can be done now on keyboard

-sell mantras according to type help needed, "synth" in tern can alter according to user's UIP.

-System matches: 1. user's behavior profile; 2. ba's suggested form of therapy; 3. sounds/music which matches suggested therapy mode.

. Read Later:

CART *:; CLAP:; COMPOSITION *:; S:; ENTERTAIN:; FS **:; MFH:; MORNING **:; PS:(changes osc by location); PP/MP:; Q *:; MULTI-USER*:; NOTIFIER:; OSC:; PRINTER *:(messages (sw's horoscope or other advice (from UIP)); R:; SCORE:(when u meditated); STEREO:; SYNTH:; TDS *:; TEL:; UIP *:; K:; WA:. This idea originally developed before `94, its earlier N (invention) # not listed here.

3K-6 SEAT COMPOSER: Interact with your compositions/name brand music labels. Eg: change volume, treble, voice, rhythm by touching buttons/moving.

. Read Later:

BALANCE **:(type body movement effects^: which speakers make louder sound, influences the sound effects too (OSC); cart (software 'cartridge) *:; CLAP:; COMPOSITION *:; S:; ENTERTAIN:; MORNING: (vibrates u to (help) wake him up); PS:; PP/MP:; Q *:; MULTI-USER*:; NOTIFIER:; OSC:; R:; STEREO:; SYNTH:; TEL:(vibrates furniture when tel rings); UIP *:; K:; WA:. This idea originally developed before `94, its earlier N # not listed here. Apparently being produced by Pioneer, and other Japanese manufacturers before '94.

3K-7 SOUND DIVIDER:

-each piano key emits corresponding light/visual effect. Cheapens the cost of productions. Creates more interest in keyboards.

. Read Later:

ARTIST %:; BALANCE **:; CART *:; COMPOSITION *:; S:; ENTERTAIN:; PP/MP:; Q *:; NOTIFIER:; OSC:; PRINTER *:; R:; STEREO:; SYNTH:; TDS *:; TEL:; UIP *:; K:. This idea originally developed before `94, its earlier N # not listed here.

3K-8 REMOTE ("R") CONTROLLED "MIC":

-select which "mic" is activated and when. Applications: for section of room/store/outdoors/proximity to which instruments.

. Read Later:

ACCESS **:; ARTIST *:(a/v show); BALANCE **:; CAMERA:(control activation / (angle, zoom) movement of camera in similar manner); CART *:; CLAP:; COMPOSITION *:; S:; ENTERTAIN:; FS **:; MFH:; MORNING **:; PS:; PP/MP:; Q *:; MULTI-USER*:; NOTIFIER:; OSC:; R:; SCORE:(for UIP); STEREO:; SYNTH:; TDS *:(when each incident took place, for MFH/UIP/etc); UIP *:; K:. This idea originally developed before `94, its earlier N # not listed here.

-1.06: SA ('sound analyzer) and VA ('visual analyzer) and Track' suggest/control which sounds and locations need better monitoring/focus. See these other parts for details.

3A550 LASER HARP: Make sounds by intercepting each string's laser beam. The closer the finger's interception from the light source, the higher the pitch. Also in shape of guitar, piano, etc.

- item can make sounds related to any other common instrument which corresponds to above patterns; each string(s) represent different instrument

-displays: sounds, frequencies, instruments, etc being emitted

-makes sound according to distance from light source (position on string).

. Read Later: pp (what sounds ("osc") can be generated via laser chord, etc); mp; uk; interactive%; toy; all; microphones%; synth%; portable; sst; bp; osc; vc; md; cart (software 'cartridge) (sound generating softwares).

3A752 BODY MOVEMENT SOUND GENERATOR: As person moves about room tripping different laser lights they'll generate corresponding sound, creating a sort of new music. Can have multiple sources of light and or use light reflectors.

-Yamaha's Miburi came out with this idea after we filed this idea but abandoned the patent application.

5A150 AMBIANCE:

when sound frequencies in room lack certain frequencies (eg: excitement) or become too argumentative (high pitched high volume) the invention will compensate by adding the sound to the mix of conversations that help create better ambiance.

-replaces musical entertainment systems

-use in home, business meetings, restaurants, bars, etc.

-cheaper models will simply emit varying sounds designed to help guide toward type goal (creative brainstorming; planning; fun and games for adults or kids; slightly more serious discussions; etc). Sounds are proven to help increase creativity. User selects type discussion/goal so as to get type ambiance
O- air ionizer: ionizes air to give the fresh feeling created just after a thunder storm

5A160 MUSICAL CRIB: Baby discovers each colored shape on crib has own sound. The bars make music by the baby's touch. The bars making music can be of certain color according to type sound created. If more than one bar has same color, baby learns that all identical colors make same sound.
-touch mechanism is near top of each bar, so baby must be standing to make sound. This mechanism's location is designed to reduce frequent accidental touching; might be raised or lowered.
-the number of bars with sound generating capacity can be one or all. This device might be attached to the bar or the bar itself which may be replaceable or attachable to bar
*- guardian can record baby's or own adult voice or other sounds for baby to trigger as well
-* can attach musical instruments, toys, nipple for liquid feeding, etc to crib as well (for patent search, this isn't main part of product)
-UP sounds
*-baby can learn that one piece can be pressed to call mother (mother's receiver tells her the device was pressed)
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip); study baby/human/animal behavior = uip/research applications / upon getting or doing right thing = gain "access" %.

A1-141 BALL READER: buy the ball and let it bounce around the cup creating music. Choose cubes, pyramids, rectangular prisms, donut shapes, etc. Reader can also read elements inside (internal elements are of non-uniform substance). Use also for testing. m Instead of creating sounds, create frequencies, heats, vibrations, verbal commands. Held by hand and or attached to any device or a tabletop version.
Opti Music, Optical Music, Vision Sounds, See Sounds, See Music, Music Roundabout, Music Man
-option: make art onto any computer/electronic screen. Then machine will read it and make corresponding sounds/music.
+-"Tilt": controls sys' functions
-copied to 5e020 8.95
2/97
-different 'K represents which 'program / 'synthesizer is interpreting the movements. Each movement of ball or 'mouse [A1-141A] can interpreted in 1,000 ways. Using multiple interpretations simultaneously creates additional effects.

A1-141A: 'MOUSE COMPOSER: way any type of mouse is moved= corresponds w (with) type sound generated. Similar to A1-141 Ball Reader: 'mouse can be in any form.

A-370 DRUM ECHO: beat on desk and M will replicate pattern music. You or machine might choose option of additional background sound compatible to rhythm given. Good for lonely people, and those who like feel of control. Shuts off after brief time (can be set by user). Drum Partner. Mix: therapy machine. Mood, BP, HH, TT, S, Me copied to 5e020 8.95

A2-04A// SEAT COMPOSER: way u moves in seat creates music. Each part of seat has different music making possibilities. Eg: each area within arm rests, legs, upper middle lower chair, sides, below and behind (up to how far normal arms stretch) have buttons or recessed touch response feelers. Sounds heard via earphones a o speakers, storing onto disk.
.-Tilt Stick 5E020: Controls this N's functions

A2-04B// ENVIRONMENT COMPOSER: mix with music seat vibrator, seat composer #4B. Has 2 - 12 foot response pads; put lasers (function interchangeable with fq signaler alternative) on head, wrist, chest, belt, shoulders, knees, ankles, etc & let them trigger sound when hitting receptors in room. Co-compose with friend/partner. Perform at home or on stage (pr receptors to activate lights, or lights can be pr (program) to respond automatically). Each laser/light/fq signal & response system could choose between multiple receptors, eg: each laser has its own 1-5 receptors, each making own sound. Each laser's receptors grouped by type sound category. O each laser/signaler can strike any object and C ('computer) makes particular sound based on unique fq reflected (based on material). For fun/game, (w o wo blind fold) guess content of distant material based on sound. .-Tilt Stick 5E020: Controls this N's functions

A2-04C SELF COMPOSER: attach microphone (w recorder attached physically or remotely) to any moving or vibrating object: animal's tail, neck, foot; shoe; clock; door of busy place; body or bed while having sex, snoring; etc. Depending on fq received different conversions of sound are made into something interesting to hear. Or insert recorded bits into any of my composing systems and play around with it by: changing it; using as background/foreground sound; etc. Also acts as counter for number of movements (eg: times bird wing flaps o door of refrigerator opened by person on diet)
TD: sw C ('computer) e hh tt(base recorder) bp ep vp cons kids adult fun trick ll pp mp exc
.-Tilt Stick 5E020: Controls this N's functions.

A2-080 MUSIC CONVERTER: Make easy listening (perhaps non voice) music applicable to the environment's levels of desired energy, conservative, liberal, cerebral, intuitive, seriousness wanted for desired effect. For offices, churches, elevators, stores, public places, taxis, airplanes. For example: when an old rich widow comes to small bank to open account, music designated to up her good visions of (any) future (for her children), happiness; after bank closes (only for customers), need conservative, cerebral music to minimize mistakes in accounting; offices on Monday mornings, rainy days may want happier, more liberal music. Take standard

batch of music for system and program accordingly. There is too much confusion in buying diverse albums for purpose. Can even convert certain radio stations and still get news. Actual changes can be: bass, tone, speed, volume and any of the changes alterable on sophisticated synthesizers. For own music, can even ad additional sounds to music. There is limited number of soft easy listening radio stations allowing minimal options for fine tuning of environmental molding. E TT EP Med W2 Bus adult mood LL B PP D. PP may need mgr's code, or enhance productivity, sales, etc by setting from co's regional or int'l headquarters. Airport customs, security can change according to airplane's/boat's origin, or time of day, etc and desired sounds to better catch people more likely to have desired response. Music/Sound/Office/Store - Enhancer/Upgrader/Converter.

.-"Entertainment" / Program (sw) Screener: 9G220: sys screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%)

.-Tilt Stick 5E020: Controls this N's functions.

A2-230 MUSICAL HAT: walkman concept w (with) lights flashing to beat, this gives background for person dancing to only the music they hear and others see. Op: vibrations to beat. Lighting: little lights around perimeter of hat 1-2.5 cm above rim, around perimeter of outer rim, in the above crevice of rim. Has slot for receiving CDs, cassettes, radio frequencies.

A2-24A LASER RING: sh. jewelry, finger of glove sending out lasers.

.-"Tilt": controls sys' functions

-copied to 5E020 in 8.95.

-2.97: laser / hand movements result in corresponding sounds / music.

> A2-310 Tel ("T") REGIONALIZER: caller hears accent and music popular for their region of country, according to tel area code while going through voice mail or on hold.

-moved to 'T 2.97

A4-24AB: MUSIC MAKING LASER

No-man's land aisle is where laser travels without making sound, then it lights upon any key on either side. Can also use traditional keyboard which sends signal out to receiver. Certain keys and or the way any key is hit create sounds of fair to long lasting duration, allowing mono or multiple keys to be played simultaneously. Option: combine laser with entertainment system remote control

A4-72 'TEL·FQ RETURNER: caller's fq recorded, then music/sounds in similar fq, stress, happiness, level/type of feeling is heard by caller while they're on hold. Purpose: makes caller feel at one with other party. e m might make alterations to change caller's behavior. P hears either voice or sound or music recordings. Machine only listens for pitch, not word content.

A4-72B VOICE REVERSER: record person's voice, then gadget will play back in reverse. Sounds just like speaker yet words not identifiable! As joke, tell person you recorded them speaking in their sleep, even ad, "this is your voice". If person isn't your lover they'll wonder how you heard them speaking in their sleep, and might even lose sleep trying to figure the whole thing out.

A6-010 MUSICAL NECKLACE: Girl makes interesting sounds and lights by squeezing any link in her chain. Additional interesting features activated when multiple links are squeezed simultaneously.
-Girl easily creates interesting sounds by, squeezing any piece in chain, or when touching each other in special ways. Flashes lights.
-Chain Music: playing them together can make music too, etc. Put all on necklace or bracelet. Sounds when they are individually touched
Option: touching each other makes sound.
Makes lights
-activates musical pieces, simple/complex sounds, gives verbal announcements (eg: "hello", tells story, etc).
-speakers and lights located in each link, and or in one or more other links in chain (of same or larger size)
-when multiple links are activated (squeezed or touched, or switch activated in any way) simultaneously, they communicate together via radio frequencies. A composition of more than one link activates other features. (Different yet related US patent: 4936185)

A8-04 CHARMS piece(s) used by hobbyists to create interesting sounds and or inventors for putting parts together into product prototypes, in their combinations they produce orchestrated sounds, designed to magically interact with each other. Trade Mark: Magical Music Blocks.
-Charms sounds ['osc] when two shoes touch by designated criteria ['order & timing].

A8-14 CHARMS MUSIC MAKING. Creates sounds upon their receiving laser. Sound may continue from one second to several minutes, allowing single or multiple sounds occurring simultaneously. Cheaper option: charms might only be activated manually. Light intensity of transmitter can be altered to effect type music from charm. Can also stop and start light by transmitter button or by waving hand in light stream.

A8-15 CHARMS have many little bird charms that can sound simultaneously. Buy a few and enjoy, then go back to store buying more for greater effect. Enjoy having the whole room or house chirping!

B7-09A MOTION SENSITIVE MUSIC GENERATOR: Sounds according to how device is moved. User programs any type movement to be converted into an infinite array of sounds. Are many musical instruments in one. Example: simply shaking "to and from" can created sounds of rattling, drum beats, or splashing water.

. Jumble Music Toy: according to movement of device the sound/music is triggered. The resulting sound can be a set tune, or sequence of sounds, for set duration, volume... Or, sound can be determined according to how object is moved.

-83: have three or more different sound options. Each sound option is different from the others (not just different in terms of faster or slower speeds of sound)

-sounds according to how it is being rotated; turned too

O- Jiggling of writing instrument creates corresponding (or any) sound (or multiple sound possibilities*). When writing instrument makes sounds - great for creative kids.

-Has buttons which allow more than one type of sound in a certain mode. Eg: in slowest motion one button allows one type sound, and in same motion with another setting of button(s) there are other possible sounds for same type motion.

. Read Later: Music may be recorded; pp; mp; uk; interactive; educ; toy; game; entertainment; "mic"; synth; portable; mfh; bp; osc; vc; egh; teach; md; cart (software 'cartridge) (sound effect possibilities); rpc; cp; cm; uq.

B7-120-022001 DANCER TOY:

Create interesting sounds as you dance. Dancer's movements can be converted into an infinite array of different sounds, as programmed. Example: Moving of left leg can generate sounds of bells or drums. Each zone of the room in which user moves left leg, creates a different sound, according to the area.

-Mobile Music: According to where in room user goes sounds will change

-Children can dance on the floor, making different sounds according to which devices they are dancing near. Eg: if they are near one block (transmitting or receiving signals) then the shoes or the block will make a different sound. That is put the blocks where you want, these blocks create "sound zones".

-For indoor or outdoor use

-Instead of shoes, users can wear jewelry: necklaces, bracelets, etc.

. Read Later: All; "R"; "S"; pp; mp; uk (desired sounds); interactive; toy; game; entertainment; "mic"; exercise; portable; sst; bp; sp; osc; vc; egh; score; md; cart (software 'cartridge) (sounds); cp.

B7-160 BODY DANCE: Compose music according to how you dance. Transmitters on body are recorded, analyzed and synthesized.

-Attachments to body of person (which transmit signals to receiver) allow the following when person dances: lights and sounds in room according to body positioning.

+ 3E061 Motion Tutor: 'Guides users to improve their movements, eg: the Yamaha Miburi invention.

. Read Later: All; "R"; "S" (according to movement, graphics can be created); pp; mp; uk; interactive; toy; game; entertainment; "mic"; exercise; portable; sst (for carrying case of parts to device); iq; bp; alerter; osc; vc; egh; score; tgh; md; cart (software 'cartridge) (sounds); cp; cr; mq; uip; character.

B7-040 GROUP MUSIC VIA TELEPHONE:

Creatively interact with your friends without traveling.

-A person with one "T" line can make jazz digitally with their friend over the telephone line. Why travel when its so easy to play together now. Because of its shear novelty, you can even play in your own room with the friend next door! Great for invalids, new age elderly (let's wait a few more years), bored but creative and interesting mothers who have to watch their baby/kid(s), those waiting for a delivery repair man cable installer "T" call etc.

-Have an option to switch from music composing; music listening, recording, verbal communication, etc options.

-For two or more tel numbers working simultaneously

-device compensates for poor audibility on tel lines by transmitting digitally, so users can hear high quality sounds

. Read Later: All; use with electronic mail; "R"; "S"; pp; mp; uk; user beh; interactive; educ; toy; game; entertainment; "mic"; synth; portable; sst; iq; au; t; "M"; alerter; osc; vc; egh; score; teach; md; cart (options for: sound effects, compositional possibilities); "T"; sp tel; mo (for digital communication with other computers); fs (faxes visual effects as part of the musical group fun, eg: send pictures to...); rpc; cp; uq; mq; access; uip; character.

.-"Tilt": controls sys' functions

.-"Tilt": controls sys' functions

-copied to 5E020 in 8.95.

B7-150 COMPOSING TOY:

Diverse types of sound are created according to:

o pressing of buttons (like a flute with buttons)

+o instrument transmits via 360 degree transmitter (one sections of stick) to receiver which amplifies sound - very possible. Transmission via cumbersome wire unnecessary.

o moving to left right upside-down produces sound

+o shaking produces sound too

Comes in the following forms:

-Ball: Buttons producing music. Can twist the pancake layers within ball for sound effects. Moving to left right etc produces sound.

-Stick: Each notch position is different sound. Can rotate clock or counter clock wise.

+-Sounds according to how it is being rotated

-Can put object onto software screen and play via mouse or typewriter type or music keyboard. Can have two or more pieces playing with each other. Even gadgets on similar principles for feet, neck (thick collars effected by type of neck cranking).

-Other shapes: donut, fruit shapes, people, buildings, animals, plants with fruits or vegetables, armies with each man a different sound, "T" instrument (each button a different sound, other buttons are memories of sound

sequences, even have different type operator voices...), shoes (possibly even for walking too), sexy body(ies). CODES: All; "S"; pp; mp; uk (sound options); interactive; educ; toy; entertainment; "mic"; synth; portable; t; "M"; bp; alerter; osc; vc; md; cart (sound options); cp.

.-"Tilt": controls sys' functions

-copied to 5E020 in 8.95.

> 2D-160 Flashes light according to the beat/rhythm heard by listener. Lets others know the "motion" felt by user.

-moved to 'compose 2.97

+ $$$ 5E090 CORRELATOR. Wireless Music Band: Each user's device inputs music into central system. In tern central system synthesizes sounds as programmed. System gives cues to players. Targets less experienced users during patent life. Benefits: Reduces costs for multiple portable units relying on single system. Helps music quality, and group's frayed nerves. Greater portability, freedom, sounds making experimentation, cheaper recording.

-Group Music: There is a leading unit which interacts with "remote" units held by participants, creating (group jazz, educational forum)

-D: r (composer) = tr/rc = analyzer (cart, composer*, m*) = osc

-Example: Wireless Music Band: Each user's device inputs music into central system.

-Located in I dir (as of July 2000).

* 7G040 MUSICAL YO YO: Sounds generated according to movement.

-Musical Yo Yo: As yo yo goes up and down sound / music / verbalized statements are generated.

.-uses R248, ES 95, earlier N (invention) (A dir?)?

-according to yo yo's movement, sys (system) generates: osc; %r.

-D: yo yo = movement sensor = osc ((digital) osc)

-exists: yo yo which lights when moves. Hula hoop sounds when moves; whistling yo-yo's.

-this n is short leap from existing N.

-el or mechanical version.

-power source: battery; or alternator 4E010.

-Patent search strategy: +(yo adj yo) and (sound* or music*)

-US Patent No's: 5017172 Yo Yo converts to a top (can also create sounds in either case); 4418494 4437261 4442625 4492057 4632245 3452474 3564763 3805443 3895457 3924114-illuminated yo yo 3936974 3953936 4081924 4130962

-Exists as of at least 2005.

-1.06: different motivational statements, mantra's, fortunes are emittable.

8G050 Harp: Musical Instruments related to: Anyone Can Whistle - Catalog, ["Good thru 7.95], POB 4407, Kingston, NY 12401. Disconnected Tel as of 1.06: 800-435-8863, 800-898-9338, Fax 800-331-4470.

-

Harp: place pvc beads onto strings -> alters sounds respectively. Attaching bead to string: snaps on; folds over; place on string while string detached from instrument.

-differently colored / textured / sized beads making plucking string easier (for children).

1.06:

Electronic beads interact with musical system to compose/play music:

-Each bead (with different color, shape, size, texture and or buttons) when placed on designated spots/strings of system, will generate designated sounds. They synergy / programmed interaction between specific separatable parts and designated spots (docking stations) generates different music based on: W5, UIP, and User's more direct control.

-See

More Music Composing Functions

ELEMENTS: Read Later #1 (PART ONE):

* 3A-790 Magic Air Pen: Remote pen's movements are transmitted to computer. Make strokes in the air or on any flat surface.

% B7-040 Interactive Group Music Via Transmitter/Receiver, eg: telecommunications, wire, radio. M.

% B7-09A Motion Sensitive Music Generator: Sounds according to how device [includes its remote part too] is moved. User programs any type movement to be converted into an infinite array of sounds. Are many musical instruments in one. Example: simply shaking "to and from" can created sounds of rattling, drum beats, or splashing water.

% B7-120 Dancer Toy:

Create interesting sounds as you dance. Dancer's movements can be converted into an infinite array of different sounds, as programmed. Example: Moving of left leg can generate sounds of bells or drums. Each zone of the room in which user moves left leg, creates a different sound, according to the area.

% B7-160 Dance

Attachments to body of person (which transmit signals to receiver) allow the following when person dances: lights and sounds in room according to body positioning.

% 3CQ-090 Sound Distancer:

Musical instruments playing together change their sounds according to how close or far they are moved from each other. Can be for a single person utilizing two or more parts; or two or more people with their instrument(s).

% 3A-762 Musical Kaleidoscope: according to the lights and or shapes seen, certain sounds are created. The lights/shapes may be generated via pure electronic means or the older methods.

% 3A-420 Wind Music

% 3A-630 Sound Analyzer (this product's transmissions are fed into the sound synthesizer, and or initiate other corresponding sounds)

% 3A-980 Karaoke Video; *5A-130 Color Sticks: applications for this product are changed so that each inserted piece generates corresponding transmission for: sound, or other desired function.

* 5A-460 Touchless Switch: how to activate musical/sound functions;

A6-010 Musical Necklace

% O-"Sound-Visual": for creating sound effects from images; for creating images from the sounds generated by a "composing" element(s).

<3, 2, 2> 1C-180-083005 Interactive Station Selector: System selects radio and film broadcasts according to your tastes. See file 1CE.

1C-181: Channel Selector Rating Service:

From 5.96: Private parties rate broadcasters and other data providers by any criteria. Ratings in turn influence channel selection / screening by subscribers to rating service. See file 1CE

+ <3, 3, 4, 4 Not$> 1C-290-083004 Automatic Audio Balancer: Speakers' volume adjusts according to where person sits. System uses central point for two or more people. Example: home or car stereo. See 1CE.

+ 1C290-5 Sound Follower & Balancer: As person walks, the speakers near them are activated. 1ce file.

+ <3, 3, 3, 4> 1C-301-083001 Voice Instructor: Learn to sing, or improve pronunciation of new languages. Identifies which voice elements need correction -> by giving audio examples. Device cleverly adapts to user by producing sounds within user's unique physical voice characteristics. See 1ce file

1C010 TOUCH SCREEN MUSIC:

Depict certain musical instruments or normal household object, etc onto screen, then create music from those parts selected and put onto screen. More trumpets selected create slightly different sound. Also, user can then use other functions to decide how they should be making their music.

-Activate the sounds via: moving mouse; activating via keys; or touching the screen using the interactive video technology

--commands can tell how certain instruments are to play over future time, letting user subsequently control other instruments, or relax

-Footnotes: remote ("R"); display; c; pp; mp; uk; mouse; interactive; educ; toy; all; entertainment; "mic"; synth; portable; sst; iq; t; mfh; bp; alerter; osc; vc; egh; score; cart (sound generation capabilities); cp; uq; uip; character.

1C-120-08300A QUIET NEIGHBORHOOD: Silences noisy animals in vicinity via sound waves inaudible to human ear. Device's sounds induce animals to leave the area and or reduce their aggressive emotions. See 1CQ file.

1C-230 VOICE GENERATOR: Converts keyed in words to voice. And visa versa, should exist: spoken words into text. See 1CQ file.

See 7J02 Language Trainer & Voice Analyzer: Teaches language learners to pronounce new words. It's in own file.

HYPERVIDEO (exists): users click on (moving) images/'icons, and get 'routed video clips / information ('tailored to their needs). Object Tracking software (exists) make (moving) images clickable.
-Compose application: system suggests/'guides user to 'images it feels represent the next sound/accompaniment(s) that are 'correlated to the 'music [user composed / is playing].

1C-110 "Mic" Director:
Portable transmitter is worn by user, then the "mic" will attempt to direct its recording primarily in the direction of the transmitter(s) and or sound source(s).

END OF THIS COMPOSE SECTION

File: Functions / Composer *
COMPOSE FILE *

OTD for each invention has following: "synth"; "osc"; "basic"; "C"; balancer; "composition"; entertain; uk.

4 MUSIC SEAT VIBRATOR: matches music played. Connect chair by wire with music/sound source, or chair has microphone. Chair does conversion. Can replace chair with (bed, car seat, mass transit seat, dance floor, glasses, watch, bracelet, necklace, earrings, gloves, pen, stool, drinking glass (for disco's too), blinds, curtains. Portable type can be put on/below seat (all above) which reacts (for portability, joke when you yell, etc.) Sound Vibrations [Vibra(tor/tions)], Action Vibrator. HH, TT, W1, BP, E, Cons, Small through Large, Kids, Adult, Fun, Mood, LL. FIN

4A// SEAT COMPOSER: way user moves in seat creates music. Each part of seat has different music making possibilities. Eg: each area within arm rests, legs, upper middle lower chair, sides, below and behind (up to how

far normal arms stretch) have buttons or recessed touch response feelers. Sounds heard via earphones a o speakers, storing onto disk. FIN

4B// ENVIRONMENT COMPOSER: mix with music seat vibrator product, and seat composer #4B. Has 2 - 12 foot response pads; put lasers (function interchangeable with fq signaler alternative) on head, wrist, chest, belt, shoulders, knees, ankles, etc & let them trigger sound when hitting receptors in room. Co-compose with friend/partner. Perform at home or on stage (pr receptors to activate lights, or lights can be pr (program) to respond automatically). Each laser/light/fq signal & response system could choose between multiple receptors, eg: each laser has its own 1-5 receptors, each making own sound. Each laser's receptors grouped by type sound category. O each laser/signaler can strike any object and c makes particular sound based on unique fq reflected (based on material). For fun/game, (w o wo blind fold) guess content of distant material based on sound. FIN

4C SELF COMPOSER: attach microphone (w recorder attached physically or remotely) to any moving or vibrating object: animal's tail, neck, foot; shoe; clock; door of busy place; body or bed while having sex, snoring; etc. Depending on fq received different conversions of sound are made into something interesting to hear. Or insert recorded bits into any of my composing systems and play around with it by: changing it; using as background/foreground sound; etc. Also acts as counter for number of movements (eg: times bird wing flaps o door of refrigerator opened by person on diet). TD: sw C ('computer) e HH TT(base recorder) bp ep vp cons kids adult fun trick ll pp mp exc.

4D A PRE VR product: using current technology. The manufacturer can implement options from a wide menu of which some are enclosed herein.

COMPOSE =

-Can be compatible with existing "multimedia" hardware/software.

D: uk/mic = "C" (cart/display) = osc/play back/stereo

See this file's appendix for details.

% Exists: Solar powered chimes. Solar panel powers revolving striker. Sold via Sharper Image - '94-95

. (D) Drawing: uk/mic = computer (cart/display) = osc/play back/stereo

. Miscellaneous:

* "synthesizer", ability to transfer signal to audio or videotape, recordable CD.

-Signals created can be synthesized into video images. Device can print out the musical and or video creations in color / black & white graphs, 'images, 'artist ['icons], codes.

-has display showing signals being received, how they are being converted, stored, sent.

-system synthesize, file in memory, and edit all signals in any way technology now permits

-signals can be converted to also control lights according to corresponding sounds, rhythms, etc. (eg: flashing, moving, alterations of color via rotating translucent multi-colored pie sheet, or usage of desired colored light

bulbs, alteration of light color by change in transmitters electronic signals generating different light frequencies from same general source - eg: same screen or bulb or bulb part

-signals can create vibrations corresponding to sound, rhythm, etc, effecting: any standard portable or stationary massager, eg: hand controlled massager for all or any part of body, seat, bed, whirl pool water massage, etc. These massagers emit in bursts, speeds, cycles, rotations, etc.

-signals to alert user of any external stimuli via any of the resulting effects described in this product category, eg: notified of person entering dwelling, room; fire; burglar; problem with child - crying, woke up, time alarm, tel ringing, door bell, any one or thing activating any call for communication or help w/ or without user knowing type of situation with a code for type situation. Such signals can be the sole purpose of product, or be a feature, which interrupts any other system described herein or other (eg: entertainment system, tv, video game, etc). Also applicable for physically disabled people, helping them know what' happening, or used as physical/psychological rehabilitation/therapy.

-play with laser percussion instrument (laser only replaces stick), "drum pads" respond to lasers (each laser "stick" having different effect). Frees player from being in set location

-alternatively, device can be made into manually driven instrument with an optional microphone and without a synthesizer

*OTD #3: display (the type sounds being generated, the type sound synthesizer mode currently in activation); fd-hdd; pp & mp (how sounds are synthesized/created); uk (type sounds wanted, timing, how and when to store sounds in memory, and all other computer related actions common to electronic sound composing equipment); tds ('time date stamper) (each series of sounds within the composed piece); interactive% (interactive computer scream to generate sounds by pointing to right place); toy; basic; entertain; microphone (sounds created by user in the room); synth (user's control, eg keyboard and or software synthesize); printer% (print out the musical scores); M% (for more complex operations, eg: to get rare sound bites [eg; exotic bird calls], like a library of sounds); osc; balance; speech%; vc; tgh% (music therapy, by playing and being guided in proper manner according to psychological texts and tests, user can make themselves feel better; md; cart% (synthesizing softwares, sound bites, memory expansion); cp; uq (how to use system, requesting menus); mq; pi%; character; motion sounder (the manner in which any movement of any separately piece [even if need still be connected by wire] generates the corresponding sound according to the sound synthesizer's program, or user control); multi-user (each user can have their own "pi", memory, and versions of softwares (eg: synthesizers) which differ from that of others using the same system); cc; remote (ways in which to generate signals (create and or synthesize sounds); notifier (user sees without being disturbed by sound that "status" of sound generating or play back status); air pad (transmissions generate sounds and images).

-El meeting place:

Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" =

ACCESS (needed for each participant (u) to join) // ANALYZER (how / W5 (what, where, when, why and how) sys functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u) // NR (when u is asked to respond or should notice designated occurrence(s)) // OSC (verbal communication) // PR (how each u "interacts" w/ each other / sys) // Q (answered differently according to u) // R (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (u) the sending / receiving u are / W5 (what, where, when, why and how) of situation) // SCORE (of each u) // STATUS (of: each u / their actions) // TDS // T ('tel) (how each u "interacts" w: other u / m) // TRACK (progress/changes of each u) // [UIP / "Multi-user" = (each u = experiences / handles sys differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "educ": each u = "interacts" = learns from or teaches other = u (in different manner = uip) // "cart" // "M".

. US Patents = "Compose"

-str: (sound* or music*) and (compose or composing or composer or improvis*)

-str: (sound* or music*) and toy* and electr*

-US Patents: 5451709 5375501 5369216 515057 4314499 53713136 5239124 4616547

. US Patent 5368308: Stream of recorded sounds broken into segments then re-ordered. Pat issued 11.94.

% Manner in which "artist" generates "images", or accessor gains "access" is related to manner in which sounds are "composed".

. Guide - 'Composition (of sounds): uip's determination of sounds user likes= are given preferential treatment (uip-tailor's selection process) is 'guiding user.

. 'Guide Applications:

-Gives ideas for new music: when user is stuck [lacks ideas for how to continue their sting of sounds or music]= 'guide [having studied user's uip-db & pattern for early part of last piece(s)] gives suggestions on how to continue the music: based on u's past music patterns composed

--UIP of composer= 'analyzed to give 'guidance: what is studied in user's past music pieces [in accordance with W5 of the music's elemental pieces]. U's preferences in type: keys; identifiable groups of keys [rhythm, tempo, beat]; where the climax of songs is placed...

-Suggests type sounds that better achieve desired [psycho-sociological / 'mood] effect= for listeners:

--D: u = selects from menu type of effect desired = k in information about target audience [uip] = analyzer = guide suggests: [existing] sound tracks / type synthesizing = osc ('outgoing sound communicator) ~ u hears = user K ('keyboard) in their response to sounds suggested [eg: good or bad or other pointers to improve type sounds suggested] = analyzer reconfigures suggestions closer to what user desires = sounds created = stored in memory.

-'Guides= the 2D-040 Motion Simulator:

The sounds appear to start from the front speakers, and go to the back.

-US Pat 4331061 teaching musical instruments* 4281579

File: Features Intro / Computer

COMPUTER – IMPORTANT CENTRAL PART OF PATENT APPLICATION

C / COMPUTER = This is the Central Processing Unit (CPU) and or Computer. One of the most important central part in [each] electronic function and feature. Following details are not necessarily of any central importance to the "C" concept. The 'Computer function's capacity is usually synonymous with the 'Brain, 'Analyzer, and 'Mainframe functions – where one of them is included in a specification, it assumes the other two can be as well. As with the entire patent application, any conflict from a function can be omitted/subdued if desired by the user / system / 'analyzer = [then 'customized].

**OTD FOR "C":

.-If one unit's desired size restricts / doesn't allow a computer within it, computing abilities (memory, "M", "pi") are connected to the "C" in diagram via^: wireless (radio, sound, light) or by wire, transferring of disks.

-"C" may be connected to other parts in system via wireless "tr".

-Ranges in all sizes and capabilities.

-Possible example applications: allows user/system to alter/control/monitor/show "status"/keep memory. This hardware can be greatly miniaturist/be standard size. Notes on diagram: also possibly connected to the computer: "cart" / [alarm if it is moved using "distancer"] / "printer" / "multi-user" function.

-D for "C": **1M = 1A tr = 2c/3fd-hdd = 4display/5output

-Notes on D: 1: optional. 1A: optional; transmissions via: radio, light, sound waves; "cart" can be transferred between "M" = "c". 2: at minimum, a small processing unit; analyzes inputted data and determines response. 3: optional.

"C" also includes the old "FD-HDD" Part.

--FD-HDD = System incorporates a computer processing unit. Has memory, and "display".

-D: 1 controller = 2 tr = 3 fd-hdd = 4 tr = 5 function

--OTD: interactive; 1mouse; 5osc; 1 remote; 3 uses a floppy drive with hard disk drive, and a micro-processor and other elements necessary for computerization; 3 pp (user programs computer to his tastes via selecting from menu); 3mp (manufacturer provides system with operating software including menu and possibility for 3pp); 1uk (turning on and off system; activating display or 5printer); 5printer; 3 cart (new software functions saleable).

-Product functions (the on/off activation switch) controlled via: button(s), "remote", "clap" (voice activated). Each product incorporates the optional Diagram: uk(pp/mp)/remote(pp/mp)/clap/[control signal(s) from other product unit(s) or part(s)] = tr/rc = C [title for this central computer is `C1'] = tr/rc = "display"/"notifier"/[other function]. Possible example applications: allows user/system to alter/control/monitor/show "status"/keep

memory. This hardware can be greatly miniaturist/be standard size. Notes on diagram: also possibly connected to the computer: "cart" / [alarm if it is moved using "distancer"] / "printer" / "multi-user" function. -System incorporates **"basic"; % Signal may come from / * go thru, another (related) system (M / [[c/tr/rc]=12C]) before being connected to 12C: ([1 thru 10] / [14 thru 21]);

-1 or more ports in "C" interface with all peripherals / other products. Eg: see the P1394 interface in `Popular Science' magazine's 4.94 issue, page 51, and other related products being developed by^ Apple, IBM, Digital, NCR, Texas Instruments.

%-Includes anti-virus software program, if system is in possible position to receive a virus. C="Bill"; C="Coordinator"

DIAGRAM #1: 1uk(2pp/3mp) / 4**remote(2pp/3mp) / 5**clap (6"speech"/**pp/**mp) / %7[signal(s) tr between other (related) product unit(s) / part(s)] / 8**M / 9*mq / 10*uq = 11[tr/rc] = 12+C ("Coordinator") = 13[tr/rc] = 14+applicable product's description's desired function(s) are controlled / 15**other desired applications / 16**"notifier"(osc) ~ 17**"score" ~ 18*"display" / 19**"cart" / 20*UIP / 21**"printer".

-D1 Notes: 1/4/5/6 (helps) control system (turns system on and of / controls other functions). See Parts&.

-D2: user = c = "brain"~sw = 'designated output (according to commands made by u).

-D3 User = C = [access / cart / cart / multi-user / Q / R / sensor / T] = Desired function:

%ARTIST [] // ANALYZER [] // BA [] // EDIT [] // EDUC [] // NR [] // OSC [] // PR [] // %PS-Zone [] // ROUTER [] // *SCORE [] // %SEEKS & REACTS [] // %SENSOR [] // %SOUND ANALYZER [] // TDS [] // %TRACK [] // UIP [] // %VISUAL ANALYZER [] // %VR [] // %WA [].

COMPUTER =

. Misc: ACCESS = Gain access to electronic product's controls with a correctly keyed in combination. +ANALYZER = Computer software analyzes how to handle situation. "BILL". * BVA = Behavior's ice Analyzer. System analyzes voices of people, so sys can respond appropriately (via UIP). +C = Computer. The center of the system unless otherwise described. M / MFH = Mainframe computer hookup option for more complex tasks. PR = Program (software) sys' "brain" to function as desired. %PS = Positioning System. Identifies the position of the PD (Positioning Device) via its airwaves broadcast, sys responds accordingly. *Q. = User / System ask each other questions. Helps each better understand each other. Via "Analyzer"/UIP/*"Access" sys knows what questions to ask. SCORE = The status of situation and or user's performance. Helps: "Analyzer"/UIP/*"Access". *SENSOR = Sensors help: "Analyzer"/UIP/*"Access". *SOUND ANALYZER = Analyzes type sound. Helps: "Analyzer"/UIP/*"Access". STATUS = System shows the status of situation. +UIP = User Information Programming. System uses collected information about user to better serve them. *VISUAL ANALYZER * = Alerts when camera sees a change in its view. D1: 1 signals -> 2 data from particular input (item being analyzed (for: uip, access)) -> 3 put into file(s)1 = 4 tr/rc = 5 c (6 existing files) = 7 matched/8 compared w 9 inputted files = 10 similarities and 11 differences

noted = 12 type/level of differences 13 determined/14 "analyzed" = 15 conclusion made = 16 signal = 17 action made by 18 sys / 19 s or printer shows conclusion.

-D1 Notes: 1: optional part of data flow; sounds = 2 sound analyzer; lights; body movement = (2 sensors); visions = visual analyzer. 2: communication w other el products; c. 3: sw; different files are pre. or automatically labeled according to type situation according to circumstances/occurrences (1). 6: files developed earlier by manufacturer (mp), or u's pr. 7 & 8: similarities/differences noted/analyzed via: key words/paragraphs%, visual analyzer, sw number crunching. 9: data from 1, 2, 3, 4, 5. 13 & 14: sw analysis. 15: sw analysis. 16: computer code labels the type situation sw has determined to be the case, eg: favorable, unfavorable, and or what action is needed to be taken (due to the "status" of situation).

-D2: input -> c (analyzer (sw, uip, access)) -> results / function (altered according to how sys may want to adapt according to determination(s)/conclusions made by analyzer).

-D3: C (SW Analyzer, UIP, Access) =

ACCESS (determines w5 can access into any given sys (c, m, any portion thereof, eg: particular files or software programs/features)/ CART (differing sw for type analysis needed)/ COMPOSITION ()/ DATE ()/ S ()/ EDUC (sw determines u's level of sophistication (w sys/sw) = intern simplifies/complexities the sw interface (and available functions / steps needed to achieve desired aim (via pr/k)))/ K ()/ LOCATOR ()/ M (uses M's database(s) for (additional) information from which to (better) determine analysis/uip/access)/ MQ (sys asks (intelligent) questions to better collect needed data for better analysis; development of uip)/ MULTI-USER (analyzes/uip (tasks/things/occurrence) differently according to type/uip of u; development of uip)/ NOTIFIER (u alerted when analyzer/uip/access determines u (may) need to know (status))/ OSC ()/ PR (how analyzer/uip/access is to function / what its to seek and how process information / for w5)/ PS (determines location of object(s), processes information accordingly (as pr))/ Q (decides what questions to ask u according to circumstances, eg: what u wants or is doing (w5), u's status*)/ *R ()/ SCORE (new scores matched with earlier developed files for analysis/uip/access; creates new files for new scores, development of uip)/ SENSOR (compares files for inputted signals w what is wanted/needed/expected/is standard/has historically occurred before (uip/m/database))/ SOUND ANALYZER (compares inputted sounds w previously stored sound files)/ SPEECH (sound analyzer)/ STATUS ()/ SYNTH (sys synth (automatically) according to: pr/uip/u's k)/ TDS (effects score, development of uip)/ T (telephony sw applications)/ UIP (compares files)/ VISUAL ANALYZER (compares files, 2E251 Intelligent Monitor)/ VR* (compares files).

-in some (simpler) circumstances, the analyzer/uip/access functions wo software, eg: simple turning on/off according to situation.

-D: data input = analyzer/uip/access = memory (M, cart, recognizes multi-user) = analyzer = data output = function

-OTD #1:

5A-810 Advisor: compiles and analyzes user's information.

-OTD #2: fd-hdd; both pp and mp program how they want the system to collect, retrieve and "analyzer"/uip/"access" the data in database; uk; tds (when and how elements occurred); educ%; M%; score (score information can be processed for the UIP database; and UIP can help generate desired scores); cart (for additional data for the database; and or softwares for processing the database); uq (pi database is used to help generate answers about, eg: about user's past preferences and or activities); mp (the database and or software can help prompt questions, eg: to expand the database, guide the user in the right question if the system first gets the right information); "analyzer"/uip/"access" (limits access to sensitive information within all or part of the database to people with the right password).

-Article in "Scientific American", p.64, April 1995. Article title: "Machines that learn from hints". Its about: Machine learning improves significantly by taking advantage of information available from intelligent hints; discusses the algorithm process in general terms; gives differing examples, eg: computers judging how much credit to give to credit card applications based on other similar people's past histories

-OTD Part #1: Electronic device obtains information about the user by one or more of the following: remembering user's previous performance, eg: their abilities and or difficulties on this, or related devices (which transmit uip data to other units via wire, or %wireless); asking questions from user, or "M"; user takes one or more test(s), the type and quantity are determined by the desired application of product; another person or device (M) gives information about user; etc. Device recognizes more than one user by multi-user, eg: their codes used to gain access into device. Personal information is stored in memory and used by device to more intelligently tailor itself to user's particular needs. The manner in which invention tailors itself to user's needs can alter according to: small or big changes in uip database, pp.

-OTD Part #2: user can take their cart (their personalized "analyzer"/uip/"access" for all identical or related products) from machine to machine; different cart effects user's "analyzer"/uip/"access" differently with the correlated changes in functions; type character changes according to uip (if a display ("S") is used); date; "analyzer"/uip/"access" data can be viewed on display ("S") and or printed out; uip is used to increase the user satisfaction quotient, eg: entertain, (^possibly by: way in which function operates, sounds, lights, words are used to better create the type of electronic effect uip indicates is more likely to increase user's positive reaction to using product [test studies are conducted to see the reactions of people in test case studies of 50 - 1000 people]); "C"; % "analyzer"/uip/"access" can support interactive (by giving the additional data needed to better tailor invention to user; % data obtained for uip's memory from microphone ("mic") (voice recognizer); mouse; mp; multi-user; "analyzer"/uip/"access" database guides system's functions (determines the type, manner, timing, whether or not to notify, mq, osc, synth; pp; uip database influences printer's print out parameters, score, speech, vc, manner in which it functions as a semi-toy, it prompts - accepts - processes uq; tds; uk. Data is also obtained via^: "uk", "cart", "tel", "mo", scanner; UIP can be programmed/understood with the help of: psychologists, sociologists, marketing experts; U's city (tel area code/zip code) / caller id / location based on pd effect how system interfaces w U.

-D: data input/output=tr/rc=c

-o-C85 Electronic translator speaks out desired words/phrases. Fuji/Xerox 29 Aug 92 NK. D: C85="tel"

+ Organizing & Processing Data D: This N Sys (C=SW for organizing & processing data. // 4E020 Content & Date Verifier / C / 2E251 Intelligent Monitor / "analyzer" / uip / "access" =

ACCESS (better determine who can gain access, working w: uip, visual, sound and behavioral analyzers); ANALYZER (how to file w5); BILL; CART (data to be registered); EDUC (); M (storage for: registration, db); MIC (); MULTI-USER (processes differently); NOTIFIER (when one or more w5 elements of a (previously stored) occurrence as pr are met as requested by u); *OSC (); PR (how to process, organize, register, nr data; controlling what to even record and how (w5)); Q (); S (); SCORE (differing scores determine how data/files organized/processed, eg: by uip, db or pr requirements); SOUND ANALYZER (if certain occurrences happen -> (records ->) registered); STATUS (); TDS (); T (tr data via modem, fax, e-mail, pagers, etc); UIP (); VISUAL ANALYZER (if certain occurrences happen -> (records ->) registered); WA (controls sys).

System tries to think like a human brain (where (w5) feasible), system tries to know/learn (memory, analyzer) its limitations. Uses the best state of the art in the field, Fuzzy logic.

-"Brain" is a combination of the following:

ACCESS = Gain access to electronic product's controls with a correctly keyed in combination. +ANALYZER = Computer software analyzes how to handle situation. * BVA = Behavior's Voice Analyzer. System analyzes voices of people, so sys can respond appropriately (via UIP). +C = Computer. The center of the system unless otherwise described. M = Mainframe computer hookup option for more complex tasks. PR = Program (software) sys' "brain" to function as desired. %PS = Positioning System. Identifies the position of the PD (Positioning Device) via its airwaves broadcast, sys responds accordingly. *Q = User / System ask each other questions. Helps each better understand each other. Via "Analyzer"/UIP/*"Access" sys knows what questions to ask. SCORE = The status of situation and or user's performance. Helps: "Analyzer"/UIP/*"Access". *SENSOR = Sensors help: "Analyzer"/UIP/*"Access". *SOUND ANALYZER = Analyzes type sound. Helps: "Analyzer"/UIP/*"Access". STATUS = System shows the status of situation. +UIP = User Information Programming. System uses collected information about user to better serve them. *VISUAL ANALYZER * = Alerts when camera sees a change in its view. -D1: 1 uk = 2 c = 3 tr = 4 M/5 function.

-"Brain" bridges functions of one or more listed parts (via "analyzer") as listed: within general "brain" part / the "sys" at large. % Eg: integrates uip with "access" in Intelligent Monitor 2E251.

. Computer: usually the most important central part in each electronic [less] related feature, product number.

* Following details are not necessarily of any central importance to the "C" concept. Synonymous with the part "Brain"; *'Analyzer....

**OTD for "C":

-If one unit's desired size restricts / doesn't allow a computer within it, computing abilities (memory, "M", "pi") are connected to the "C" in diagram via^: wireless (radio, sound, light) or by wire, transferring of disks.

-"C" may be connected to other parts in system via wireless "tr".

-Ranges in all sizes and capabilities.

-Possible example applications: allows user/system to alter/control/monitor/show "status"/keep memory. This hardware can be greatly miniaturist/be standard size. Notes on diagram: also possibly connected to the computer: "cart" / [alarm if it is moved using "distancer"] / "printer" / "multi-user" function.

-D for "C": **1M = 1A tr = 2c/3fd-hdd = 4display/5output

-Notes on D: 1: optional. 1A: optional; transmissions via: radio, light, sound waves; "cart" can be transferred between "M" = "c". 2: at minimum, a small processing unit; analyzes inputted data and determines response. 3: optional.

"C" also includes the old "FD-HDD" Part.

--FD-HDD = System incorporates a computer processing unit. Has memory, and "display".

-D: 1 controller = 2 tr = 3 fd-hdd = 4 tr = 5 function

--OTD: interactive; 1mouse; 5osc; 1 remote; 3 uses a floppy drive with hard disk drive, and a micro-processor and other elements necessary for computerization; 3 pp (user programs computer to his tastes via selecting from menu); 3mp (manufacturer provides system with operating software including menu and possibility for 3pp); 1uk (turning on and off system; activating display or 5printer); 5printer; 3 cart (new software functions saleable).

-Product functions (the on/off activation switch) controlled via: button(s), "remote", "clap" (voice activated). Each product incorporates the optional Diagram: uk(pp/mp)/remote(pp/mp)/clap/[control signal(s) from other product unit(s) or part(s)] = tr/rc = C [title for this central computer is 'C1'] = tr/rc = "display"/"notifier"/[other function]. Possible example applications: allows user/system to alter/control/monitor/show "status"/keep memory. This hardware can be greatly miniaturist/be standard size. Notes on diagram: also possibly connected to the computer: "cart" / [alarm if it is moved using "distancer"] / "printer" / "multi-user" function.

-System incorporates **"basic"; % Signal may come from / * go thru, another (related) system (M / [[c/tr/rc]=12C]) before being connected to 12C: ([1 thru 10] / [14 thru 21]);

-1 or more ports in "C" interface with all peripherals / other products. Eg: see the P1394 interface in 'Popular Science' magazine's 4.94 issue, page 51, and other related products being developed by^ Apple, IBM, Digital, NCR, Texas Instruments.

%-Includes anti-virus software program, if system is in possible position to receive a virus. C="Bill"; C="Coordinator"

D1: 1uk(2pp/3mp) / 4**remote(2pp/3mp) / 5**clap (6"speech"/**pp/**mp) / %7[signal(s) tr between other (related) product unit(s) / part(s)] / 8**M / 9*mq / 10*uq = 11[tr/rc] = 12+C ("Coordinator") = 13[tr/rc] = 14+applicable product's description's desired function(s) are controlled / 15**other desired applications / 16**"notifier"(osc) ~ 17**"score" ~ 18*"display" / 19**"cart" / 20*UIP / 21**"printer".

-D1 Notes: 1/4/5/6 (helps) control system (turns system on and of / controls other functions). See Parts&.

-D2: user = c = "brain"~sw = 'designated output (according to commands made by u).

-D3 User = C = [access / cart / cart / multi-user / Q / R / sensor / T] = Desired function:

%ARTIST [] // ANALYZER [] // BA [] // EDIT [] // EDUC [] // NR [] // OSC [] // PR [] // %PS-Zone [] // ROUTER [] // *SCORE [] // %SEEKS & REACTS [] // %SENSOR [] // %SOUND ANALYZER [] // TDS [] // %TRACK [] // UIP [] // %VISUAL ANALYZER [] // %VR [] // %WA [].

End of this "Computer" Section

File: Features Intro / Content Analyzer

CONTENT ANALYZER

Physical content 'analyzer: CAT Scanners, X-Rays, Scales*, Metal detectors, Weight scales, Smell analyzer, Light sensor. Database content 'analyzer: Types of 'databases analyzed include: ba-db; track-db.

A4-R29A METAL DETECTOR WHICH IDENTIFIES THE TYPE SUBSTANCE LOCATED, EG: type metal, chemical substance, etc.
Problem: product might be too big for identifying type substance, shape is easier.
-
8B420 X-RAY SCALE: Discover the weight, density and other properties for internal sections of item.
-Scale for Sub-Section Analysis: use frequencies eg: sound, X-Ray, etc to judge density and weight of internal or other sub section of an item. This way one is able to get better idea of weight and or density of a section of something of which one is not wishing to cut up.
-scale might be used to weigh total item as well. "C" subtracts weight of unwanted parts.
-OTD: "S"; "C"; pp; mp; uk; date; basic; educ; portable; printer; au; t; "M"; bp; score; cart; uq; mq; uip; character; notifier; X-Ray and all other standard modes of understanding contents can be used, eg: sound analyzer; how light is transmitted through (if semi-opaque); etc.
-
Database content 'analyzer: Types of 'databases analyzed include: ba-db; track-db. UIP-DB development is a type of 'Content Analyzer. Applications: develop uip-db or uip-tailor.

+ <3, 3> 4C170 SCALE: Alerts user if something isn't in perfect order:
4C171: Alarms if it isn't at zero grams prior to person placing item on scale. Saves user from having to read scale before, or user may forget to check for dust or obstructions.

4C172: ALARMS IF THERE ARE VIBRATIONS OR SCALE IS NOT FLAT ENOUGH. Also monitors itself for mechanical problems.

+-alerts w/ OSC, etc if scale is or isn't near zero grams when then someone puts something onto scale. Purpose: assures only wanted items are being weighed

+-system checks self if all the measuring systems are in perfect order; if not it will alter itself and or alert user to the need for corrections

+-(for vibrations and or if scale is not flat)

-helpful for frequent users of scales (in laboratory). Best option may be for a semi short sound to go on when there was an above zero weight on scale for over 5 minutes = when more weight is then added.

-D: scale -> weight determinator (analyzer) = c = osc/s

++ 2D-200 MEDICAL SCANNER: System analyzes body surfaces for any abnormal colors, textures via transmitting diverse light frequencies to help identify particular light reflections. System's database matches reflected light images against large database of known illnesses and their associated color patterns, and other symptoms. Database helps doctors diagnose type illnesses with an array of other existing tests. Also scans chemical substances to help determine their constitutions.

-

Checks for abnormal color(s) or texture(s) on surfaces of skin and any organ.

-transmits any array of (differing) light frequencies to analyze surface for color abnormality. Type tr (transmits) effects type of possible reflections, hence a wide array of different spectrums to be "analyzed".

-D: C ('computer) = transmitter (lights/sounds/etc) -> (surface of) object being studied) -> reflection (s) -> sensor = analyzer = c =s/printer/m/cart

-scans the surface for roughness of texture (analyzes the minute differences in distance from transmitter/receiver)

-eyeball examiner correlates eye being examined with its memory of other normal and abnormal images of eyeballs

-ap: for any or all body parts normally exposed, or internal organs during surgery

-all this data is analyzed by computer "C" medical analyzer to determine: ailment, cures, amounts of and how prescription should be administered, etc

-the more data on normal and non normal conditions of the body, the greater the uip database developed on the patient/object -> SW ('software) "analyzes" the probable mathematical chances = for type diagnosis.

--need to first develop large database of symptoms of known ailments -> c's database.

--mode of calculations: uip of other diagnoses are matched against current study = when all/many match to particular ailment -> doctor/scientist "notified".

-Types of software (cart): uip (sys = m)

-2D-201

2D-201 BODY VAPOR / EXCRETIONS ANALYZER: "Analyzes" airborne particles from body: breath, body odor, sweat, tears, etc. Studies characteristics of particles obtained for anything unusual/normal.

-uses (similar) SW ('software) as in: 2D-200. Related to KN (invention) from Directory A, where u mails in bodily excretions and recordings of body sounds/pulses for analysis by medical technician/doctor.

$ 1G19 LIGHT MEASURER & ANALYZER:

Sun or Electric light level received is measured and analyzed. For: meteorology; horticulturalists; studying relationships between light and related chemical / biological reactions, eg: 7G N.

-shows^ number of minutes received for which levels of light, eg: direct sunlight at highest point in sky = 310 minutes, direct pm (2-4pm) light = 59 minutes.

-D: "sensor" = C ('computer) = timer

-Patent Search Strategy: light near5 measur* - but this brings 400 patents on USPTO CD.

3J170 HEALTH ALERTER: Analyzes when human / animal / other life form's health may/has entered into danger zone. sys (system) studies all digitized signals from organism, eg: sounds, existing health monitoring systems. Many related KN.

-differs from existing systems by incorporating KN, eg: + 3J160, + 1C250, UIP (for what's sought -> nr)

-OTD D: U = This N sys (system) ~ C =

ACCESS (only certain signals will trigger: "analysis" process -> nr); ANALYZER ; BILL (charge per nr (notifier) / hr); CART (differing cart per organism / disease studied / environment / study); EDIT (sys filters out less pertinent data before "analyzer" gets = it); MULTI-USER (adjusts for different: studies / scientists / patients or organisms); nr (notifier) (notifier) ; osc ('outgoing sound communicator) (get info on organism via audio / printer / s); PR (w5 needs "analysis"); PS-Zone ; Q ; R ('remote control) ; ROUTER (designated "edited" data routed (to db / m / scientist (doctor))); SCORE (health of sys / organism); SENSOR (existing medical sensors studying "status" of organism); SOUND ANALYZER (studies: breathing, heart rate, arterial flows, body movement%, etc); STATUS ; TDS ("analyzes" frequency and time spacing between events being studied); TRACK (organism's history); UIP (studies within programmed parameter resulting= in only nr (notifier) desired occurrences; sys adjusts itself to changing circumstances w/ organism and or what's being studied (w5): organism's health problems change (differing symptoms) worsen/improve); VISUAL ANALYZER (medical image KN: X-Rays); WA ("analyzes" organism as it walks about / lives its (near) normal life).

MISCELLANEOUS:

. (Laboratory) Content Analyzers

. This file covers X-Ray Related Equipment, Systems analyzing contents of other material.

. (D) Drawing: element being analyzed/studied = signal (light/radio waves) being transmitted ~ transmitter / receiver (getting signals (being bounced back) = C ('computer) = display / printout / tr (transmits) = other C / mfh

. Content analyzers synergize with: UIP (on elements being studied), databases.

. Changes in "status" of contents (over time / in response to stimuli) can be studied as well with UIP (on elements being studied), databases.

SURFACE AREA ANALYZERS: different radio / light frequencies are sent, the resulting reflection is analyzed accordingly. For medical / non-medical.
-Data obtained is pooled with much other data to better understand the prognosis
-Human/animal/plant/other skin analyzer. Analyzes any surface area, also: eyes, fingernails, hair, ground formations from satellite

UIP & DATABASES:
Compiled by using content analyzers on numerous elements with known conditions. Hence, the characteristics from such can be matched with other elements (with unknown condition) which also exhibit same/similar surface/content analyses.

Includes: 'Behavior Analyzers. 'Predictors for future likely contents – one day even an advanced ESP (Extra Sensory Power) Analyzer might be developed (for fun).

. Smell/Chemical Analyzer: analyzing smell in the environment where video is being shot. Results of smell will be digitized and transmitted for decoding by a smell decoder/'sensor at any display or u (user) point.
Development of smell 'analysis and code protocol that could be added to the data and communication layers of devices. Relies on odor 'sensors/indicators. For example smoke detectors can 'analyze certain gases. How about adding a code for each 'analyzable gas and transmitting the code to other devices that have smell emitters.
-Smells list: Food smells, flower smells, smoke, smog, pollution, gases, perfumes by brand (Calvin Klein, Liz Taylor, Channel.) Etc
-Tagged Cascade Effect 7J08: System hones in on a frequency (sound), then cancels other sounds making tagged sound clearer. System 'reacts when the 'tagged action occurs. Hones in on anything effecting man's five senses. 'Content analyzer, 'edit, 'seek & react, 'sound recognizer, 'tailor, 'visual analyzer.

END OF CONTENT ANALYZERS
File: Features Intro / Coordinator

COORDINATOR

This feature coordinates different parts and aspects inside the electronic system. Human beings naturally coordinate themselves, like their eyes, posture, hands and brain as they read about interesting inventions herein.

This function describes how different parts / aspects can be coordinated [within] the system. "Coordinator" is also called a 'Correlator, or 'correlating. It can be closely related to 'Associate or 'Associating.

Different parts / aspects are coordinated within the system. "Coordinator" is a (+software) Correlator. D: Coordinator = C = Aspects of invention(s) / parts / functions.
-Coordinator - Importance: Coordinates between differing "scores" / values / levels of importance labeled onto occurrences. "Analyzer" determines which occurrences are more valuable = they are processed / used w (with) greater degree (of influence).
-Coordinator - Score: Score: sys (system) coordinates/juggles different parts/files/possible functions according to their "score" = * coordinator-importance / coordinator/corrector; the score of occurrence influences how coordinator coordinates that occurrence w= designated protocols/sw of sys.
-overlaps: analyzer (fuzzy logic), uip-tailor, edit, 5E090 Music Band Coordinator
-"Access"' "BA": "coordinates" between different behavioral characteristics (of accessor). The score for one file can effect the score of other related files.
-See 'Sensor's 'Coordinator: which coordinates between multiple sensors in better to determine nature of occurrence.

COORDINATOR - IMPORTANCE: Coordinates between differing "scores" / values / levels of importance labeled onto occurrences. "Analyzer" determines which occurrences are more valuable = they are processed / used w (with) greater degree (of influence).
-D: occurrence = sensor~analyzer = c (coordinates) = function / process / result.
. Read Later D: U = This N (invention) Sys (Coordinates how parts work w C ('computer) and other parts) ~ C =

ACCESS (protection; level of security clearance granted limits usage level of other parts in sys; analogous to the bar's front door bouncer who doesn't allow in bad people (villains as explained in access) to upset the happy party (functions, confidentiality, tying up sys so those who need to use it are temporarily barred)); ANALYZER (how to coordinate); BILL (bills according to which parts were used w5 / for how long; if different parts were used simultaneously the billing per minute can be higher, but say not double if only two parts were used); CART (controls how coordination made possible; multi-user); EDIT (how edit facilitates desired effects; coordinating multiple editing modes (simultaneously / for same application/function)); EDUC ("analyzes" how u can best learn what sys/student/u/guardian wants u to learn); MULTI-USER (balancing act between differing users); nr (notifier) (correlating different occurrences with corresponding NR); PR (correlation mode in (re) programmable); PS-Zone (correlates zones u / sys is in w= corresponding signals = how such signals are interpreted / processed); Q (correlates what sys knows about questioned material, eg: db, uip, uip-db w= u's questions (by tying characteristics of q w (with) characteristics in sys' information base); ROUTER (how router facilitates desired effects; coordinating multiple router modes (simultaneously / for same application/function)); SCORE (decides which scores or score sys (system) to use - correlating between several

of these depending on designated application); SENSOR (correlates the values of (differing) sensor's signals, eg: which/what should be dealt w (more) seriously;); SOUND ANALYZER (correlates sounds picked up by mic w= db ('database) of sounds = helping identify = process / label sounds picked up by mic = resulting effect; correlates between more and less important/pertinent sounds); STATUS ; TDS ; T ; TILT ; TRACK ; U; UIP ; VISUAL ANALYZER ; VR* ; WA .

COORDINATOR - "EDITOR" & *"ROUTER": Read Later (D) Drawing: U = This N Sys (coordinator = editor/*router) ~ C = ACCESS ; ANALYZER ; BILL ; CART ; EDUC (effects W5 (what, where, when, why and how) student learns; determines what material / methods used to teach, or the necessity to teach; uip); MULTI-USER (each u treated differently).

COORDINATOR = MULTI-USER: Read Later D: U = This N sys (system) (coordinates different parts/aspects/functions which are available to or used by u) ~ C = ACCESS (coordinates different parts/aspects/functions which are available to or used by u = based on u's password); BILL (itemizes bills according to u, and by session / type application); cart (software 'cartridge) ; ROUTER ; SCORE ; TRACK ; U; UIP (differing uip are developed for each u then= sys (system) coordinates = functions for each user accordingly).

COORDINATOR - SCORE: Read Later (D) Drawing: U = This N Sys (score: sys coordinates/juggles different parts/files/possible functions according to their "score" = * coordinator-importance / coordinator/corrector; the score of occurrence influences how coordinator coordinates that occurrence w= designated protocols/sw of sys) ~

C = ACCESS ; ANALYZER ; BILL ; CART ; EDIT ; EDUC ; MULTI-USER ; nr (notifier) (the score of occurrence influences how coordinator coordinates that occurrence w= designated protocols/sw of sys); PR ; PS-Zone ; Q ; R ; ROUTER ; SCORE ; SENSOR ; SOUND ANALYZER ; STATUS ; TDS ; T ; TILT ; TRACK ; U; UIP ; VISUAL ANALYZER ; VR* ; WA .

COORDINATOR - CORRECTIONS: Sys adjusts to poor quality performance (as measured via: "score", uip, *ba) by: downgrading/cutting out less desirable elements/modes, or "routing", or "editing". Read Later D: U = This N Sys (coordinator - corrections, 5E090 Music Band Coordinator) ~ C = BILL (bills for more pertinent aspect of user's usage, eg: when multiple services / modes are utilized); CART (controls Correlator-corrections); EDIT ; EDUC (gives learner better / more pertinent information / training); MULTI-USER (Correlator balances usage between several people using sys (simultaneously)); PR ; ROUTER (signals / files associated w= low "scores" are routed = (edited) accordingly); SCORE (score used to designate what needs corrections/alterations w5); SOUND ANALYZER ("synth" poor/undesirable sounds); STATUS ; U; UIP ; VISUAL ANALYZER .

This part was formerly only: 5E090 Music Band Coordinator: <(3.5-pat, 2.5-mk), 3.5> Each user's device inputs music into central system. In tern central system synthesizes sounds as programmed. Corrects faults of players via: 1] u delineates certain player's whose sound is reduced [because they need to play but group doesn't want them]; 2] sys "analyzes" (sound analyzer) how each player plays then = adjusts osc ('outgoing sound communicator) accordingly, eg: cuts sounds exceeding sound frequency parameters.

System gives cues to players. Targets less experienced users during patent life. Benefits: Reduces costs for multiple (portable) units relying on single system. Helps music quality, and group's frayed nerves. Greater portability, freedom, sounds making experimentation, cheaper recording.

-Limited market: targets juveniles - big market, "wanna be performers", professionals don't need or use professional sound staff.

-sys can also be an accompaniment (need fewer players); not limited to fixing/altering their poor music.

-signal processing part is what would make this patentable

-can cut down volume of particular players.

-"air pad"

Other applications: any portable N (invention) / part of N sys.

-"game": each player connected via (wireless) tr to central C.

-portable "c": notebooks

-t = main T ('tel) sys (w (automatic) receptionist, related KN)

Terminology: External units: the mobile/portable units that are connected to central sys (c=brain) via (wireless) tr.

OTD drawing #2: (Multiple) U = External Unit / This N Sys (5E090) ~ C ('computer) = ACCESS ; ANALYZER (how each external unit interacts w (with) each other and or central c); ARTIST (group art making - each u has own unit which adds to the group art, eg: 1] each player given only certain colors / shapes / writing modes / time periods - in which to do whatever (art, compose%) they wish.); BALANCE (sys averages/considers each u/player's location.); BRAIN (determines which external parts are: comparatively more important for designated functions considering (w5); to be communicating w which parts of sys, eg: external units #2 & #99 & central c; audio volume to be heard by each u; audio volume that should be generated (to other u) by each external unit); C (each external unit can take over (many of) the functions of central c via: access, consensus from other external unit (their u), tds ('time date stamper) (that unit's time slot), uip/score = "game": who is winning game); CAMERA ; COMPOSITION (stick 5E020, Yamaha Miburi); DISTANCER ; *EDUC (learning terminal); K ; M ; MQ ; MULTI-USER (central c differentiates between different external units via: access/uip/analyzer); SCORE (game, developing uip); SENSOR ; SOUND ANALYZER ; SOUND VISUAL ANALYZER ; SPEECH ; STATUS ; STEREO ; SYNTH ; TDS ; T ; tr (transmits) (wireless,

cellular, infrared); U (players, receivers of services/transmissions (external unit can be (fairly) passive)); UIP ; UQ ; VISUAL ANALYZER ; VR* ; WA .

OTD D3: [(Each) external unit has such functions) (effecting the entire sys) as listed in following parts]: C (5E090) =
ACCESS ; %ANALYZER ; ARTIST ; BVA ; BALANCE ; CAMERA ; CART ; COMPOSITION ; EDUC ; GPS ; K ; M ; MIC ; MO ; MOUSE ; MQ ; MULTI-USER ; nr (notifier) ; OSC ; PR ; PS ('positioning system) ; Q ; R ; SCORE ; SENSOR ; SOUND ANALYZER ; SPEECH ; *STATUS ; STEREO ; SYNTH ; TDS ; T ; UIP ; UQ ; *VISUAL ANALYZER ; VR* ; WA .

PATENT SEARCH Strategy & some related US patent numbers for 5E090. Music Band:
-US Pat No's *: Stringless piano-touch electric... %636035; Motion-controlled musical tone control apparatus [Yamaha's Miburi?] 636035.
.-sir APS 69' to 8.92: :
--US Pat No's: design pat: D245,197 1977 Portable, electronic, remote-control, wireless keyboard musical instrument
.---this pat found via bad search strategy: (cordless or wireless) and (music* or band*)
-S: this N is a wireless version of 5E080.
-Str APS 79' to 82': (sound* or music*) and (analyz* or analys*)
-kw: audi* stud* [study] correct*
-US Pat No: +? 5063820 Electronic musical instrument which automatically adjusts a performance depending on the type of player.

ELECTRONIC MEETING PLACE: Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" = ACCESS (needed for each participant (u) to join) // ANALYZER (how / W5 (what, where, when, why and how) sys (system) functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u) // nr (notifier) (when u is asked to respond or should notice designated occurrence(s)) // OSC (verbal communication) // PR (how each u "interacts" w/ each other / sys) // Q (answered differently according to u) // R (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (u) the sending / receiving u are / w5 of situation) // SCORE (of each u) // STATUS (of: each u / their actions) // TDS // T (how each u "interacts" w: other u / m) // TRACK (progress/changes of each u) // [UIP / "Multi-user" = (each u = experiences / handles sys differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "educ": each u = "interacts" = learns from or teaches other = u (in different manner = uip) // "cart" // "M".

* COORDINATOR MAYBE READ LATER SECTION =

-Different parts / aspects are coordinated within the system. "Coordinator" is a correlator.

-Different parts / aspects are coordinated within the system. "Coordinator" is a (+software) correlator. D: Coordinator = C ('computer) = Aspects of invention(s) / parts / functions.

-Coordinator - Importance: Coordinates between differing "scores" / values / levels of importance labeled onto occurrences. "Analyzer" determines which occurrences are more valuable = they are processed / used w greater degree (of influence).

-Coordinator - Score: Score: sys coordinates/juggles different parts/files/possible functions according to their "score" = * coordinator-importance / coordinator/corrector; the score of occurrence influences how coordinator coordinates that occurrence w= designated protocols/sw of sys.

-overlaps: analyzer (fuzzy logic), uip-tailor, edit, 5E090 Music Band Coordinator

-"Access'" "BA": "coordinates" between different behavioral characteristics (of accessor). The score for one file can effect the score of other related files.

-See 'Sensor's 'Coordinator: which coordinates between multiple sensors in better determining nature of occurrence.

-Coordinator - Importance: Coordinates between differing "scores" / values / levels of importance labeled onto occurrences. "Analyzer" determines which occurrences are more valuable = they are processed / used w (with) greater degree (of influence).

-D: occurrence = sensor~analyzer = c (coordinates) = function / process / result.

. Read Later (D) Drawing: U = This N (invention) Sys (Coordinates how parts work w C and other parts) ~ C =

ACCESS (protection; level of security clearance granted limits usage level of other parts in sys; analogous to the bar's front door bouncer who doesn't allow in bad people (villains as explained in access) to upset the happy party (functions, confidentiality, tying up sys (system) so those who need to use it are temporarily barred)); ANALYZER (how to coordinate); BILL (bills according to which parts were used w5 / for how long; if different parts were used simultaneously the billing per minute can be higher, but say not double if only two parts were used); cart (software 'cartridge) (controls how coordination made possible; multi-user); EDIT (how edit facilitates desired effects; coordinating multiple editing modes (simultaneously / for same application/function)); EDUC ("analyzes" how u can best learn what sys/student/u/guardian wants u to learn); MULTI-USER (balancing act between differing users); nr (notifier) (correlating different occurrences with corresponding NR); PR (correlation mode in (re) programmable); PS-Zone (correlates zones u / sys is in w= corresponding signals = how such signals are interpreted / processed); Q (correlates what sys knows about questioned material, eg: db, uip, uip-db w= u's questions (by tying characteristics of q w (with) characteristics in sys' information base); ROUTER (how router facilitates desired effects; coordinating multiple router modes (simultaneously / for same application/function)); SCORE (decides which scores or score sys (system) to use - correlating between several of these depending on designated application); SENSOR (correlates the values of (differing) sensor's signals, eg: which/what should be dealt w (more) seriously;); SOUND ANALYZER

(correlates sounds picked up by mic w= db ('database) of sounds = helping identify = process / label sounds picked up by mic = resulting effect; correlates between more and Read Later/pertinent sounds); STATUS ; TDS ; T ('tel) ; TILT ; TRACK ; U; UIP ; VISUAL ANALYZER ; VR* ; WA .

. Coordinator - "Editor" & *"Router":

. Read Later D: U = This N Sys (coordinator = editor/*router) ~ C = ACCESS ; ANALYZER ; BILL ; CART ; EDUC (effects w5 student learns; determines what material / methods used to teach, or the necessity to teach; uip); MULTI-USER (each u treated differently).

-Coordinator = Multi-User:

. Read Later D: U = This N Sys (coordinates different parts/aspects/functions which are available to or used by u) ~ C ('computer) = ACCESS (coordinates different parts/aspects/functions which are available to or used by u = based on u's password); BILL (itemizes bills according to u, and by session / type application); CART ; ROUTER ; SCORE ; TRACK ; U; UIP (differing uip are developed for each u then= sys coordinates = functions for each user accordingly).

-Coordinator - Score:

. Read Later (D) Drawing: U = This N Sys (score: sys coordinates/juggles different parts/files/possible functions according to their "score" = * coordinator-importance / coordinator/corrector; the score of occurrence influences how coordinator coordinates that occurrence w= designated protocols/sw of sys) ~ C ('computer) = ACCESS ; ANALYZER ; BILL ; CART ; EDIT ; EDUC ; MULTI-USER ; nr (notifier) (the score of occurrence influences how coordinator coordinates that occurrence w= designated protocols/sw of sys); PR ; PS-Zone ; Q ; R ('remote control) ; ROUTER ; SCORE ; SENSOR ; SOUND ANALYZER ; STATUS ; TDS ; T ; TILT ; TRACK ; U; UIP ; VISUAL ANALYZER ; VR* ; WA .

-Coordinator - Corrections:

Sys adjusts to poor quality performance (as measured via: "score", uip, *ba) by: downgrading/cutting out less desirable elements/modes, or "routing", or "editing

. Read Later D: U = This N sys (system) (coordinator - corrections, 5E090 Music Band Coordinator) ~ C = BILL (bills for more pertinent aspect of user's usage, eg: when multiple services / modes are utilized); cart (software 'cartridge) (controls correlator-corrections); EDIT ; EDUC (gives learner better / more pertinent information / training); MULTI-USER (correlator balances usage between several people using sys (simultaneously)); PR ; ROUTER (signals / files associated w= low "scores" are routed = (edited) accordingly); SCORE (score used to designate what needs corrections/alterations w5); SOUND ANALYZER ("synth" poor/undesirable sounds); STATUS ; U; UIP ; VISUAL ANALYZER .

-This part was formerly only: ++ 5E090 Music Band Coordinator.

-Other applications: any portable N (invention) / part of N sys.

-"game": each player connected via (wireless) tr to central C.

-portable "c": notebooks

-t = main t sys (w (automatic) receptionist, related KN)

-Terminology:

-external units: the mobile/portable units that are connected to central sys (c=brain) via (wireless) tr.

-OTD D2: (Multiple) U = External Unit / This N sys (system) (5E090) ~ C =

ACCESS ; ANALYZER (how each external unit interacts w (with) each other and or central c); ARTIST (group art making - each u has own unit which adds to the group art, eg: 1] each player given only certain colors / shapes / writing modes / time periods - in which to do whatever (art, compose%) they wish.); BALANCE (sys averages/considers each u/player's location.); BRAIN (determines which external parts are: comparatively more important for designated functions considering (w5); to be communicating w which parts of sys, eg: external units #2 & #99 & central c; audio volume to be heard by each u; audio volume that should be generated (to other u) by each external unit); C ('computer) (each external unit can take over (many of) the functions of central C ('computer) via: access, consensus from other external unit (their u), tds (that unit's time slot), uip/score = "game": who is winning game); CAMERA ; COMPOSITION (stick 5E020, Yamaha Miburi); DISTANCER – MAYBE LESS IMPORTANT SECTION =

; *EDUC (learning terminal); K ; M ; MQ ; MULTI-USER (central c differentiates between different external units via: access/uip/analyzer); SCORE (game, developing uip); SENSOR ; SOUND ANALYZER ; SOUND VISUAL ANALYZER ; SPEECH ; STATUS ; STEREO ; SYNTH ; TDS ; T ('tel) ; tr (transmits) (wireless, cellular, infrared); U (players, receivers of services/transmissions (external unit can be (fairly) passive)); UIP ; UQ ; VISUAL ANALYZER ; VR* ; WA .

.-OTD D3: [(Each) external unit has such functions) (effecting the entire sys) as listed in following parts]: C (5E090) =

ACCESS ; %ANALYZER ; ARTIST ; BVA ; BALANCE ; CAMERA ; CART ; COMPOSITION ; EDUC ; GPS ; K ('keyboard) ; M ; MIC ; MO ; MOUSE ; MQ ; MULTI-USER ; NR ; OSC ; PR ; PS ; Q ; R ; SCORE ; SENSOR ; SOUND ANALYZER ; SPEECH ; *STATUS ; STEREO ; SYNTH ; TDS ; T ; UIP ; UQ ; *VISUAL ANALYZER ; VR* ; WA .

-PATENT SEARCH Strategy & some related US patent numbers for 5E090. Music Band:

-US Pat No's *: Stringless piano-touch electric... %636035; Motion-controlled musical tone control apparatus [Yamaha's Miburi?] 636035.

.-sir APS 69' to 8.92: :

--US Pat No's: design pat: D245,197 1977 Portable, electronic, remote control, wireless keyboard musical instrument

.---this pat found via bad search strategy: (cordless or wireless) and (music* or band*)

-S: this N is a wireless version of 5E080.

-Str APS 79' to 82': (sound* or music*) and (analyz* or analys*)

-kw: audi* stud* [study] correct*

-US Pat No: +? 5063820 Electronic musical instrument which automatically adjusts a performance depending on the type of player.

-El meeting place:

Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" =
ACCESS (needed for each participant (u) to join) // ANALYZER (how / W5 (what, where, when, why and how) sys functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u) // NR (when u is asked to respond or should notice designated occurrence(s)) // OSC (verbal communication) // PR (how each u "interacts" w/ each other / sys) // Q (answered differently according to u) // R (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (u) the sending / receiving u are / W5 (what, where, when, why and how) of situation) // SCORE (of each u) // STATUS (of: each u / their actions) // TDS // T ('tel) (how each u "interacts" w: other u / m) // TRACK (progress/changes of each u) // [UIP / "Multi-user" = (each u = experiences / handles sys differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "educ": each u = "interacts" = learns from or teaches other = u (in different manner = uip) // "cart" // "M".

End This Coordinator's Section
File: Features Intro / Dance*

DANCE *

Movement of body / device% generates sounds. Includes Yamaha's Miburi which copies KN.
-Yamaha's Miburi: Spoke with: Nick (Mr. Katada) [I called thru 0120-084808 then connected to his tel # at: 054-60-3277. He said: they released the product idea July 15th, 1993 to the mass media, and he said Yamaha invented the product.].
.-Miburi functions: sensors on both wrists, elbows and shoulders. Wrist: controls volume, by turning wrist in - - changes vol.
Elbow: controls the sound, "do re me fa..." each elbow has 3 positions, creating 3X3 equals 9 functions of sound possibilities. Should controls sound color, sound effect. Person is hooked by wire to sound generator, amplifier, speaker.
'Customization: sounds tailored.

*US Patent Number: 5373096. Title: Musical sound control device responsive to the motion of body portions of a performer. US filing date April 8, 1993, Pat issued Dec 13, 1994.
-See: "Access", "Artist".

+ See 3E061 Motion Tutor: 'Guides users to improve their different body movements, including 'dance related.
End of this 'Dance's Section

File: Features Intro / Database

DB / DATABASE

Stores information for 'adapt and other features.

D1 (Drawing #1) (Diagram #1): users= k (keyboard) = c (computer) = software = db (database). -D2 (Drawing #2): c (computer) (sw, (db) database) = M (mainframe computer) (main db (database) for sys [system]). D3: c (computer) = adapt (UIP) = db (database).

-PR utilizes type data from db (database) (based on type adapt (UIP)).

.-4E020 Registers all elements in database.

-Sub-Parts: +ADAPT (UIP)-DB: tailoring sys (system) [system] to u [user]; DB-M.

.-System "tracks" user/object = develops ADAPT (UIP)-DB.

-"Router": locates then= retrieves needed data= from (C/M's) DB.

-"Billing"

-US Patents & KW: "Interactive" = "Database": 5257185 Interactive, cross-referenced knowledge system; 5455945 Updating db; 5442786 Records u (user) interaction w/ (with) "c" = "db"; 5410692 "interactive" = "q" of = db; 5379421 r (remote control) = access; 5287493.

-US Patents & KW: "Track*" = "Database": 5470233 / 542846 ps=db/track; 5383112 inventory management; 5270718 "tracking" targets; 5233520 "track" food in-take

DRAWINGS OF THE DATABASE FEATURE:

-D (Drawing) 1: u = k = c = SW ('software) = db. D2: c (sw, db) = m (main db for sys). D3: c = uip = db. . Other: PR utilizes type data from db (based on type uip). 4E020 Content Date Stamper: Registers and organizes previous occurrences. See "Brain". Sub-Parts: +UIP-DB: tailoring sys to u; DB-M.

.-Sys."tracks" u/object = develops UIP-DB. "Router": locates then= retrieves needed data= from (C/M's) DB. "Billing"

12.95 Bib Disk US Patents

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End of 'Data Base

File: Features Intro / Distancer

DISTANCER

Signals or system responds whenever any two or more parts: separate or touch or alters in certain algorithmic domains of time or space. 'Notifies when certain algorithmic functions have been met, eg: separated by certain distance; for longer than specific time spans. The main part of this function came on the market after we worked on around 1990 and 1991.

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See *"GPS" for further details.

-D: 1 = 2tr = 3 "C" (PD) = 4tr = 5/6/7satellite/8M

Signals via radio waves if separation (of 1356...) is more or less than desired/set/programmable distance. Different changeable distances between two or more parts (1356...) creates applicable signals (especially in 3, but also 1568..., these signals in tern command applicable function(s)3.

-Distance is gauged via: GPS (Global Positioning System) technology (see appendix to this file for details), and radio frequencies (see appendix)

.-See Parts& and other files for: GPS; distancer's radio frequency systems for details; separate distancer patent application.

-See "Brain": sys' part adapts according to circumstances.

. US Patents 12.95 bib disk:

-str: (find* or locator) and (electr* or computer* or software or mobil*)

-US Patents: 5463597 fish locator; ++ 5461387 position and direction finding instrument; 5280293 Mobile direction finder; 5173709 direction finder; 5146231 direction finder.

A2-28 DISTANCER ALARM: 3 pieces. Tiny pieces w (with) micro-chip attached to each glove, larger piece kept in coat/purse. If separated by more than mp distance, alarm. hh bp vb s w1 cons kinds adult. Save a Glove, Glove/Mitten - Saver/Alarm/Finder/Protector.

Product applies to anything else one may not want separated by pr (program) distance, eg:

pets (owner's piece alarms, maybe pet's piece on collar says in owner's voice "come home Charlie", or "..." or has whistle dog is accustomed to be for him w (with) prior training by owner. Something lent/used by employee/friend/stranger (pen from store). Autos, wallets, purses, jewelry, cash clips, etc. Carpenter's Tool Mate (pp); Thief's/Runaway's Best Friend;

6B040 INTRUDER: Attach secret distancer to unwanted person (eg: in shoe, bag, on car, watch...) and whenever they come near or in premises an alarm is triggered. Used as joke

6B930 PET DISTANCER: know if they are close or far away. User's receiver can tell them if animal is getting closer or farther as they walk, receiver will show number of meters, or codes for very close, close, etc as they walk around.
-as person is walking closer or farther, and system recognizes this, it will instead of saying close, say "closer" simply based on changes in distance from animals air frequency transmitter

3C-110-08300Q JUMPING JACKS DISTANCER:
Distancers between legs or arms. Each time person exercises by moving their legs or arms apart beyond certain distance, the distancer will sound.
-distancer can also count the number of times the movement was made (if the legs or arms went beyond minimum distance.)
-another way of measuring: distances traveled by animals on foot or by wing; the amount of work conducted by certain machinery, eg: pistons (the amount and degree to which they go up and down)

3C-111-08300Q WALK RESTRICTOR: (DISTANCER)
Distancer between legs creates effect if the two legs are ever parted beyond a certain distance. Replaces needs for chains on legs of convicts.
-The effect when legs go to far: sounds; or creates pain; or alerts central "C" via radio waves...
-A more civilized way to keep prisoners from running away
--Attachments to the legs are nearly impossible to take off illegitimately

3CQ-090-000000 SOUND DISTANCER:
Musical instruments playing together change their sounds according to how close or far they are moved from each other. Can be for a single person utilizing two or more parts; or two or more people with their instrument(s).
-applies whenever the sound volume, frequency, or type sound is to be altered according to how far or close two or more parts from each other.
Ap: toys - when a police car drives near a certain object or place, it will siren, or an audio statement goes on, eg: "pull over"
-when a person or other organism or object comes close enough (or goes far enough), triggers (or deactivates) a: sound, light, or other electronic function

This file copied from n\c\distance to "Distancer".

Distancer file - function: Whenever Two Or More Parts Are Separated Beyond A Certain Programmed Distance, the receiver part will alarm.

USES: Gloves, children, pets, ex-convicts kept within certain radius, military applications, vital medication dispenser, hikers (so as too inhibit wandering too far), reference books which need to be kept in certain areas or rooms within libraries, when mother goes away leaving baby device automatically plays sounds / music distracting baby from crying ("osc" is psychologically geared to reduce crying feelings & create feelings of independence)

THEFT: office and home electronics; stores showing "S" models without wires - know something was lifted before you discover the person walking out the door and then running down the street; discover if it's your car that's being taken (alarms aren't good if you can't see car from window) gives you time to contact police in a minute. Alarms if windows or doors part beyond certain distance (another gadget to foil thief)

THEFT MISC: causes item to not work / sends alarm which can later be picked up by police when they later have enough receivers; if owner not in attendance, receiver contacts police, etc.

VERBIAGE: put it back / then "this is being stolen"; owner's or parent's voice says "come home", or if they then go too far, gives sound of "food", eg: can opener

TECHNICAL: reduce size battery by sending occasional pulses. Can operate on an FCC or toy frequency. Relatively cheap to produce. The small size allows it to be hidden within equipment foiling thieves - can also be built as a disguised piece of equipment.
Options: Upon separation beyond certain point distancer can send two short bursts of sound, or continue sounding. Buyer selects from different models triggered to alarm when separated beyond different distances. Or, for more expensive models, user can program distance permitted.

GAME APPLICATIONS: pieces need to be placed in the right distance from certain other pieces (results in wanted or unwanted sounds as confirmation). Outdoor game: if one playmate is beyond range (real life too). You know if someone is approaching (real life too)

MISCELLANEOUS APPLICATIONS: sends notice if remote machine isn't performing according to plan. Insert into the thing or car you are following: tells detective to wake up and start following after a brief pause. Auto speed monitor: attach unique signal to vehicle -street receivers can electronically catch speeders, those taking illegal turns (camera's more prone to vandalism and has visibility problem, etc.)

PEOPLE 'TRACKER: insert transmitter/'sensor into person's car, purse, etc. Whenever they leave receiving machine states time of departure and return. See if person is honest when asking when they were out. For spouses watching each other, managers spending much time out of the office, military. *Related to existing Loach for cars – tracks stolen vehicles via GPS.

FUTURE: Monitor via receiving satellites - watching world movements.
Transmitter begins transmitting upon separation, eg: credit card from wallet. wallet from purse. M indicates if wandering element is semi or very far. TM: Wanderer

UPON CERTAIN DISTANCE CREATED, items sends sounds or worded alarm (such as in person being run off with by mugger - speaker is well implanted so mugger must stop and find the money which might be in a semi-secret compartment.)

ANOTHER IDEA ON THE DISTANCER is to measure the distance the two parts are from each other in terms of zones. The stronger the frequency picked up by the receiver, the closer the distance. Also, both parts can have their own transmitters and receivers for particular applications.

Miscellaneous:
. End of section moved from c:\n\c\distancer
* 1G12 "Sensor" for blind people / robots. "Distancer" gauges distance ahead from objects which can obstruct its path (walking, rolling). Probably exists with current mobile robots. D: "sensor" = c (analyzer)
> R130 Distancer. Taiyo Elecs Co: REMOTE ("R") sounds if child is 2 - 7 meters away. Dec 92. KN Russian Pat Application Number: 045892 23 Sept 93 for "Distancer", KN filed by Professor Tsibin. Moved to "distancer" 6.96

END OF THIS DISTANCER'S SECTION

File: Features Intro / Editor

EDIT [FEATURE / PART NAME]

Introduction: Much of 'Edit is found in part Artist-Edit as well. This file covers mainly text 'editing, though also covered in Artist-Edit. Function 'customizes material.

9G220-EDIT: Channel Scanner Skips Stations Having Commercials:

Dissemination of codes from 3rd company source, continually broadcasts signals guiding entertainment system to avoid channels which are in commercial mode at any one time. Might charge monthly 'access fee. Also scans and 'edits: radio; parental content controls – whereby undesirable content being viewed by minor at that time is 'edited; printed material [shown online]; music; [online moving] graphic images *; educational programs; what else?

-Also codes type shows, eg: adventure, mystery; user priorities type shows they prefer, so when surfing, system gives preference to desired shows. Currently exists in some degree.

-Keywords for searches include: commercial(s), advertising, (cable) television, radio, broadcast(ing)....

-OTD: This N (invention) Sys ~ C ('computer) =

ACCESS (to monitoring organization / u / prevent non subscribers from using service); ANALYZER (uip); BILL; CART (sw of uip, pre-recorded entertainment); M (monitoring service); MIC (voice); MULTI-USER (each u wants differing stations to enjoy, so system 'tailors itself accordingly); *NOTIFIER (connection w (with) monitoring service terminated or if problem); OSC (w5 advertising starts/stops; W5 (what, where, when, why and how) desired programs are (about to be) broadcast); PR (uip; synth; osc; stereo); PS (broadcast shown in room u is in at time); Q (how use sys); S ; SCORE (u's past usage pattern, eg: w5 for type entertainment; T (mo; u's sys (system) / this N = monitor service's c); +UIP ; VISUAL ANALYZER ; WA .

-utilizes KN which scans (entertainment, information highway, cable, tv, radio) channels / services / forums / nodules which (somewhat) closely match u's uip/pr/type info or service wanted. Part of this particular aspect exists.

-Nr: u told when particular type service / broadcast is (becoming) available, though u might not be looking for it at the time. Sys continues scanning / rc (receiver) (from outside c) in u's c's background mode.

-Commercials can include any [broadcast] in non-program mode, e.g. radio jockey boasting the next hour is commercial free, static or non reception, broadcasting program whose contents don't match viewers preferences [based on UIP's database of user's TV tastes].

* Elements include: text; [moving] 'images; software functions; ADAPT (UIP) – like 'databases, 'tailored functions like 'guide; 'Editing functions/software [for 'game developers]. An enhancement for Apple, Microsoft, Cisco, Sun Microsystems, Linux, and more software and their publishers. Paste Toggling (Our future trademarks.

.-'Edit or 'Tailor alters how sections of computer code are 'Searched & Replaced.

-Tagged Cascade Effect 7J08: System hones in on a frequency (sound), then cancels other sounds making tagged sound clearer. System 'reacts when the 'tagged action occurs. Hones in on anything effecting man's five senses. 'content analyzer, 'edit, 'seek & react, 'sound recognizer, 'tailor, 'visual analyzer.

3G050-EDIT: Program Routing:

System 'routes user to (software) (pre-programmed) features that are best 'tailored. Details:

--'routes to other (related / better) programs, e.g.: based on UIP of u/programs.

--u may not want sys to stop showing existing program(s), hence 'editor gives u next best program(s) (from which u can choose another program if they wish) (so as not to disrupt/anger u/viewer).
--u may not be aware they are being routed to/from program(s), e.g.: 1] user won't realize system is seeking other programs while user is viewing current program. In other words, u experiencing one mode (a program) while "analyser considers routing to alternative program being made available. 2] aspects of program(s) u are experiencing are simply being blocked, eg: not shown on menu choices (or even in written manual).
-The content of the program best meeting 'designated needs, can then be 'edited and 'tailored.
.-5G061 Dyslexia: dyslexics can view material in manner designed to assist their interaction/viewing.
-See related 9G220 TV Commercial Screener: screens commercials (in like manner sys screens unwanted material).
-see 'routing part too.
EXPANDING SCOPE OF INVENTION FOR 9G220 + 3G050 –Jumbled Examples Follow
BEHAVIOR ANALYZER =
DATA BASE = for UIP
ENTERTAINMENT = 'routes for maximum 'entertainment value. EG: what TV show offers best 'tailored experience.
GUIDE = 'routing users, can be a form of 'guiding them. 'Guide relies on the 'route function.
MM / MULTIMEDIA = 'routes users to 'multi-media related functions
ORDER & TIMING = 'routes user to functions in a 'designated 'order & timing
SCORE = each 'routable function is 'scored for UIP pertinence
UIP (User Information Programming) = UIP-Access, UIP-BA, UIP-Edit, UIP-DB, UIP-Router, UIP-Tailor+, UIP-
VR = 'routes to Virtual Reality functions
WA = portable versions
Jumbled drawing Expanding Scope – Semi Targets 'Game Applications Too: User = 'Entertainment ~ Computer ~ Analyzer [UIP] = Access / UIP [users deemed/'predicted as having chance of being 'entertained w/ (good) 'reactions invited/awarded to 'interact or play entertaining games (in certain 'order & timing to get better 'mood effect in player)] // Agents ['entertainment part can be an agent that entertains entities or makes them entertaining (in 'games)] // 'Game Entity / 'Game Invention [user] // 'game 'Boss // [enjoy beating them in user's preferred uip determined style/manner] Edit / UIP [add and omit good and bad aspects of 'entertainment's software/'game function] // Effects / UIP [] // Data Base / UIP [what effects user's 'mood] // Emergence-AI / 'Peter [new genre's for forms of 'entertaining] // Group / UIP [average out each member's UIP-info] // Guide / UIP ['routes player via more entertaining 'route] // Heuristic-AI [create excitement by creating more possible 'entertainment/'game scenarios, rather than being limited to the more proven and filed options] // Order & Timing [up and down emotions juxtaposed create 'designate 'moods; also: fast/slow safe/dangerous 'games or easy/difficult] // More Lives [increase perceived value of 'lives in player] // Marketing / UIP [Say, "tailored to your tastes for maximum entertainment value"] // Mood / UIP ['score

'moods, along with associated/'predicted 'reactions/benefits/synergistic effects)] // Multi OBSTACLE [] // PD (Positioning Device) / UIP [move and exercise] // Ping-Pong / UIP ['order & timing leads to 'designated 'moods in user] // Predict / UIP [] // Power-Up [winning it is fun] // Puzzler [gaining 'access is fun] // 'Game - Real Time [gives more meaning to 'interaction/'game] Score / UIP [value for elements/characteristics in user/invention/other users are 'scored; 'score ('predicted) 'reaction in user – so as to offer best 'entertainment value] // Stickiness / UIP ['score elements effecting 'moods] // Trigger / UIP [] // UIP-Input [] // VR [] // More Related Functions.

A2-300 TRANSLATOR'S STYLIZER: Stylizer(tm) translates language to match use's lifestyle, situation, type p comm w (with) (versus stale verbiage for all occasions). STYLIZER ALTERS o adds: intonation, style of speech, word choice, spelling, pictures (still o moving), type style, volume (louder for discos), tenderness, strictness, slang, friendliness, business (reserved), wild party, sex pick up, liberal, conservative, etc. MP by culture, city, postal code (eg: more wild in Bronx than Wall Street [eg: party style communication/style differs by location; minimize awkwardness wo u knowing exact cause] whereby concrete and or feeling/sound related contents are altered to achieve desired effect.

TD: U: 1st selects style, then types in original language concept wanting to be translated, m does rest. e hh tt bp ep s w1 cons bus adult fun ll b mp exc d.

OP:

1] Converts currencies, times zones (calculating day light changes), teaches vocabulary (pp level of language).

2] At later time shows what terms it used, so u can review what you've used (learning by using in real life is better for memory, and aided by m printing out or screening words - paragraphs used with date.

3] sounds that represent what idea is (eg: barking, baby giggles/crying, shock, good surprise, passion [voice of ahh when opening soda/liquid to quench thirst - double meaning], laughter, singing (sexually, humorously, w/ pain, feelings...)-communicates w fun & or feelings & an excuse to say something harder to in words (great for advertising's non-direct product description).

MK: 1] Psychology: translating o speaking new languages (w o wo m) is difficult anyway you slice it. Current options normally are too reserved (sometimes too unreserved and if so communication doesn't compensate for subtleties). 1A] Non reserved stylizers pp mp will be fun at any rate (after all it's a [curios] machine). If u is low in energy or not in great mood for occasion, m helps bridge gap (even more useful for those who get energized by others who are in/put into good spirits. Working w Japanese requires reservedness in bus and wildness in the bar, westerners are inept in switching the cultures (to Japan and between its sub-styles) - adv: "let the machine help/guide/escort you."

Best ice breaker.

TM: Escort(er), Real Life/Party/Fun/Today('s) - Machine/Electronics/Translator/Communicator

.-"Entertainment" / Program (sw) Screener: 9G220: sys (system) screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%)

OTHER (FAR OUT) APPLICATIONS: u (user) nr (notifier) when services are cheaper due to drop in usage by other users.

-utility users of: electricity; (long distance / cellular / expensive) telecommunications (t); satellite usage; M usage (database, number crunching, etc); gas (cooking, heating) *.

--u nr (notifier) when services are being less used, hence charges drop at these (unexpected) times, or prices rise at unexpected surges in usage.

-sys can be free for u. Reasons: this selection service provider is slightly biased in inducing clients to engage w (with) certain programs (eg: c airline booking systems are free due to their biases); certain type selections wanted by u not allowable by sw; certain channels / services can't be scanned/monitored.

. Sys rewarding u (viewers) w/ more "entertainment" programs based on U's behavior (time spent studying, behaving well (uip, "scoring" by guardian/observer/sys). More programming = more time available / greater selection of programs (X - rated shows).

-3A-350 Study Watch Dog: more TV programming (9G-220) via = better behavior of student. 3A-430 Progress

3A-1190 INTERACTIVE TV: when film character shoots out laser or regular flashlight it shoots out of TV's transmitter into room. When laser hits certain electronic gadget something can happen

-D: TV sys = activates (room's external) = light emitter ~ osc. -Other effects: el (electronic) "entertainment"/osc/"mood" effects are activated by central "entertainment" sys, eg: lights in room flash; odors released; "t" rings (with (automated) voice communicating something pertaining to the ("entertainment") program being experienced by u. Effects u's: wa / vr.

--sys activates popcorn, dispenses soda when commercial for said product experienced by u on sys. Such products given as rewards ("TGH").

-U elects to get / screen out programs with this or other (unusual) mm features.

4A-140 HEAD PHONE / OSC'S SOUND SCREENER: screens out certain outside frequencies that are unwanted, eg: high pitch, high volume. One may listen or not experience "entertainment" (music) simultaneously.

-does so (automatically) according to: uip (of "entertainment" program / u)

-the consumer headphone version of this came out after I thought of it. Many companies make this since Feb 1994, one is called Sound Buster. .

% 5A-700 CHILD CONTROLLER: Limits usage of "t" or "entertainment". Note: this n initially written as a T ('tel) n, then expanded to include editing of entertainment (TV).

-to activate [outgoing call / particular (tv) program) feature, first press a special button (once or any number of repeated times in sequence) which lets you get [dial tone / program]. Caller must dial the numbers/code soon

thereafter or dial tone / connection/connectability/"access" is lost and any pressing of other keys on pad are ignored.

-Additionally, there will be a ring/beep(osc) if an incoming (t / %program) call/tr comes and can only be picked up (if handset is off hook) by pressing the same or other special button - this prevents kids from [answering the phone (should they be too young) / watching particular programs].

-parents can't always control their kids from using the sys ("T"), hence this is a valuable feature.

5A-720 'TRACKING U'S BEHAVIOR: monitors number of calls and lengths of conversation between certain departments. A "C" database can show all types of graphs for diverse purposes, eg: which departments might need to move closer to another (during or without any corporate re-structuring), future plans, seeing the values and flows of departments, etc.

-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)

-"scores" frequency u experienced particular programs, eg: certain tv series / thriller versus romance movies / types music / type "interaction" with particular nodes or services on information highway. UIP-db development -> used for UIP-tailor -> u experiences desirable programs (w5 u wants it (w5))

-market research ap: study w5 programs are experienced, and tie = with the purchasing characteristics (ba) of u (viewers) (via tracking u's usage of their bank credit cards / "access" used at points of sale (cash registers at stores)).

-replaces service of Nielsen Rating services - monitors percent of population experiencing tv or maybe in future any "entertainment".

5A-730 TV (OSC) SYNTHESIZER: convert programs to your preferred sound style. Go beyond traditional base, treble and so forth. Change according to type accents and voice styles preferred. UIP-Tailor

5A-740 TV GUARD: Helps students study more by cutting back their television viewing time. Parent restricts times device may be activated.

-cuts of television after certain time period (up time span allowed to watch). Certain models allow user to turn TV back on, others are not allowing this, eg: interruptions (of pr (program) length) are form of punishment, or what u gets when their level of rewards has run out.

-records when TV was watched

-watcher keys in their code to turn on TV. They are allowed limited number minutes/day or month... Amount of allowed time might be determined by: their grades in school, other performance.... Parent who sees more than one person watching TV without each of their codes keyed in can have TV not allow them to watch tv for whatever time period as punishment

-OTD: "S"; pp; mp; uk; date; tds (scoring maximum # hours allowed per day, or week/ month; # hours which can be watched ("access") based on person's performance (eg: school scores)); educ; basic; alerter; access.

-Reward / punishment system's effects:

--certain programs are more restricted / emphasized (placed higher up on menu to encourage that versus other programs).

--type of editing functions in place, eg: kid (when in naughty period) gets rash/abrasive elements from program removed/altered, in tern helping positively help their growing up, while realizing omission of all abrasive elements from programs may be unrealistic.

--BA determines what (w5) u is encouraged to experience. Purpose: mold viewer's personality, viewer can be: child, jailed convict, customers (induce marketability of products)

--OTD (D) Drawing: U = This N sys (system) ~ C ('computer) =

ACCESS ; ANALYZER ; BRAIN ; cart (software 'cartridge) ; EDUC ; M ; MULTI-USER ; NOTIFIER (when u is hacking / bypassing editing controls); OSC ; PR ; PS (ps-zone); Q ; S ; SCORE (viewer gets brownie points when they choose to experience programs suggested by sys); STATUS (what viewer experiences/d); SYNTH ; TDS (2e251); %T ; UIP ; VISUAL ANALYZER (for editing); WA (vr, walkman type devices, eg: edit wireless broadcasts).

'BROWNIE POINTS':

-How they are: lost or rewarded [to viewer] / calculated ("scored"). Sys also helps replace live teachers / guardians in assisting their subjects' positive/desired stimuli attainment/"experience":

1] [(school / guardian's / (cart) sw program's) test or performance "scoring" systems] = "Analyzer" ("Score") = Brownie points = memory (c, or cart (u can take cart with points to differing compatible sys's, eg: to/from school, (friend's) home.

2] level of exercise achieved by u ("exercise" = "score"); 4e010 motion powered battery is another reward (u must be good to recharge their batteries). Only this sys can recharge the needed batteries to operate desired function (via the "portable" mode).

3+] BA: Sys watches u behavior (ba, 2e251 intelligent monitor). ba ('behavior analyzer) "scores" u's behavior (via designated "scoring" sys).

4] U selects more desirable programs (as determined by sys), though u has a choice to experience less preferred programming. Perhaps watching some programs can eat up more points (per minute/program) than other programs; or watching some programs either takes no points or ads points (if watched from beginning to end (as evidenced by kn "sensors", or how well u "scored" in answering q about what they experienced/learned (*TGH)).

5] Read Later D: U = This N (invention) sys (system) ~ C =

ACCESS (points can't be earned by all u, or when u doesn't have right password for certain programs/sys); %ANALYZER ; %EDUC ; MULTI-USER ; NOTIFIER (u given score); PR ; *PS-Zone ; Q (scores how good u's q are); SCORE ; STATUS ; UIP.

* User must be in good state of mind to use / continue using sys, or watch particular programs = "behavioral analyzer" / uip:

A2-070 MIND CORRECTOR: when mind goes into pathological fq, modes, it sends alarm (osc) (pr/choose soft, med, loud) which tells person to correct their mind waves. People often drift and can be helped when u is told by machine which checks for beta, alpha, theta and others. Wear as necklace, watch, bracelet, keep in pocket, bag. Police are called when person is about to go into dangerous frequencies (murder, suicide). If you feel crazy/bad/in need of pep, confidence it can send healing sounds/music/voices - statements/commands/support. Soothes anger, jealousy, sadness, manic behavior. TM: Mind Alert, Crazy/Mind/Head/Frequency - Zapper/Alterator/Alarm/Corrector. HH E BP SP VB S Med W1-2 Cons Kids Adult Fun Mood LL D MP dd rpc cp mp pp vc d mem shoulder-strap aca v

Screening processes: A2-090 STATION SELECTOR: request type entertainment by #8's (A2-080) categories. Good for companies, travelers, drivers. Changes TV, cable stations by the show. Mix with Music Converter. Choose restaurants, discos, clubs, theaters, stores. By logging into M u connect with L C. This N was copied by in its cruder form.

-A2-080 MUSIC CONVERTER: Make easy listening (perhaps non voice) music applicable to the environment's levels of desired energy, conservative, liberal, cerebral, intuitive, seriousness wanted for desired effect. For offices, churches, elevators, stores, public places, taxis, airplanes. For example: when an old rich widow comes to small bank to open account, music designated to up her good visions of future, happiness; after bank closes (only for customers), need conservative, cerebral music to minimize mistakes in accounting; offices on Monday mornings, rainy days may want happier, more liberal music. Take standard batch of music for system and program accordingly. There is too much confusion in buying diverse albums for purpose. Can even convert certain radio stations and still get news. Actual changes can be: bass, tone, speed, volume and any of the changes alterable on sophisticated synthesizers. For own music, can even ad additional sounds to music. There are limited number of soft easy listening radio stations allowing minimal options for fine tuning of environmental molding. E TT EP Med W2 Bus adult mood LL B PP D. PP may need mgr's code, or enhance productivity, sales, etc by setting from co's regional or int'l headquarters. Airport customs, security can change according to airplane's/boat's origin, or time of day, etc and desired sounds to better catch people more likely to have desired response. Music/Sound/Office/Store - Enhancer/Upgrades/Converter.

A2-090 STATION SELECTOR: request type entertainment by #8's categories. Good for companies, travelers, drivers. Changes TV, cable stations by the show. Mix with Music Converter. Choose restaurants, discos, clubs, theaters, stores. By logging into M you connect w L C.

A2-110 CUSTOMIZED CD: program your personal info (age, sect eg: baptist or Lutheran), your zip code, occupation, education, hobbies, family statuses, etc. Then m personalizes editorial content for your tastes. Personal o co's info inputted by product marketer, provider of credit card - bank account - bus account, church,

yourself, school, store, manufacturer, parent, etc. SW-o-cd C E HH TT BP EP SP Med W2 Cons kids adult mood LL. Bible/Philosophy/Reading/Books/Magazine (On) Disk/CD/Tape, Custom(ized)/Personal(ized)/Your/John Doe's Magazine/Book/Philosophy/Education/Dis/CD/Bible/Entertainment.

A2-11A TRAVEL CUSTOMIZED INFO: continued from #11: Customized CD. Travel service co's output info in priority order and in type info based on client's previous type activity, eg: level of importance of low pricing, type facilities o vacation spot characteristics... Tel ("T") marketer's PC shows sales info based on client's past purchasing style and personal info (probably exists in some format).

A2-120 PERSONALIZED ENTERTAINMENT: mix w (with) A2-110. After personal info input (M or U keeps previous scores and responses for analysis), have following matched for you: games (chess, IQ or Creativity or other behavioral training/fun, versions/enhancements of computer games on market), drama, music. Personal(ized)/Your/Customized/John Doe's - Tutor/Instructor/Teacher/Helper/Fun/Game(s)

A2-12A PERSONAL(IZED) GAME(S): mix w (with) A2-110 110A A2-120. Game develops specific rules for u's personal info. Each person has certain aspects of game that cause: fear, stress, adventure, excitement, interaction, harmony, romance... that they like or don't like.

M po o dd rules and game plan more likely to create more satisfying response in person. M can merge personal profiles for multiple game players, developing the most satisfying, level of complexity, energetic... way for them to interact; may even be used to improve their relationships by solving problems; letting out steam where useful; avoiding attacking opponent where potential improvement is minimal / they are psychologically fragile. All people have same or different set of game rules & or paradigms. M prints out game number name & or both with type game category, u can reelect game again (w or wo same players); M can play multiple or unlimited number of games, even never having rules ever again quite same w (with) o wo pp.

. Public Relations elements (options, uses, benefits, training assistants...): u / (and or) m/programmer/party giving personal info requests/selects automatically: game type category; # players; outdoor game; indoor game (on board, type c (hh, tt, model no); using room/house as game board (maybe include floor plans for personal info); stop & play, eg: if ur at work w (with) long wait gaps; teaches role models for kids, adults for life in general, being an employee/boss/sales person/a particular job position, -- handling crises: medical emergencies, war, terrorism...(does this by creating semi-life like situation where u must play, combat w, construct, de/re-construct situations); learn languages like speaking w (with) live native, by having conversations by keying in a reading dd/po or verbal in/out-put; completely program ur (your) own personalized games from scratch or authoring language software, - or make your own general prototypes from which to create personalized games for others; rules might be changed, added, deleted in middle of game (based on developing handicaps to some degree against winner, increased personal info) EXAMPLE GAMES: The already published game "Risk", roles played: machine gives p countries according to cultures, histories... they like - less aggressive p who is

fascinated w (with) Mussolini gets Italy and if they're aggressive northern Africa goes to opponent semi-matched to each other's personal info. Peace lovers get Switzerland, Scandinavia. Japan phobics get Far East Asia so as to attack Japan. The p who is different from the norm, above average intelligence and feels trapped as a result gets Japan or Israel w (with) strong armies to expand. In "Scrabble" of any language, p get letters spelling words that will satisfy them, players in any game need not know m rigs rules for personal info (eg, don't tell ur (your) grandmother; have m make it easier for her/younger p to win).

MK: now everyone can agree on games to play; the only game you ever need to buy;

TD: Memory of past games played & performance & maybe level of satisfaction & increased knowledge of personal info; C ('computer) sw e hh tt bp ep med W4 kid adult toy game trick joke ed mood ll crt M(for personal info, new games, adaptations to current events...) rpc cp pp mp b vc exc(outdoor games) aca v . Where game is played: on 1 or multiple keyboards/crt/dd; po board graphics pinned to blank board clipping po paper; po game piece graphics attachable to plastic type weights by clip, glue, magnet...; a machine that only produces games and played on PC...

A3-R12B= MAIL ORDER GAMES: mix w (with) 12 12A. Low investment costs. a co might only take personal info and be a mail orderer of personalized games personalizing games/marketing by u / market for: reg cons, therapists, reg / specialized schools/classes; cons magazines (new age, military, needle crafts, fantasy, wrestling, cars...). Maybe money back guarantee, or free/cheap. Let buyers of m be their own game seller, going to schools, friends...

A3-15// ENTERTAINMENT CENSOR: tv, radio, music system, tel ("T"), computer game cuts off after pr (program) time (by parent, teacher, boss, manufacturer, retailer, government) and tells u to study, clean room, exercise, make your appointment (eg: go to school, see date), or gives commercial, national security announcement (eg: tornado watch), or person/parent calls in to say meal is ready, somebody on tel ("T") or at door for you. Or, maybe unit just cuts off automatically - good for adults who don't want addiction. Addiction Watcher, Addiction, Stop. Or, might just tally number of hours or time watched on semi-restricted channels. Attaches to unit. EP W1 Cons Bus kids adult ll pp mp d

-second program ("game") (automatically) restarts from where it left off before (when previous commercial, or u chose to stop interacting w (with) such 2nd program) (via el (electronic) bookmark).

-the human/sys monitor which codes when there is/isn't a commercial/desired program = transmits their codes via: m; information highway; to u's modem; t (tel line); radio fq; etc.

-this sys better than existing commercial deletion sys because broadcasters/producers/tr of (commercial) broadcasts can become more sophisticated in fooling receiver's "entertainment"/"tv" sys that there are/aren't commercials; plus our sys (system) is more accurate and with more features.

-if u/viewer wants more notice time for when commercials stop/start, they can elect to have a delay as to when their (home) sys/tv receives program. In other words: program has 1 min delay time and viewer given a 50 second notice (nr) before change in channel being experienced.

MISCELLANEOUS: Terms within each group are normally replaceable:
-Material: Program; "Entertainment"; tv/cable/radio/cd/"cart" show/program; Text: fiction, non-fiction, legal text, periodicals (on-line), text CD's; Music; Recorded/Live sounds (osc) or voices (see kn - sound cancelers too); Images; What "camera" sees
-Edit: Skips; cuts; editing/selection process
-Analyzing Contents: UIP: "analyzes" (kw) contents and cuts; "Scores" material; % Edits; "visual analyzer"
-Unwanted material: commercials; advertisement; material with poor "score"
-Reactions of sys (beyond simpler editing): % moves camera / "visual analyzer" into/away from material according to its "score" (2E251 Intelligent Monitor); "routes" u to other material (only during pause while material is being cut); tells u there is no more material w (with) desirable "score"; Collages clips of better material.
.-Experience: view/read/hear material; "interact" w (with) material
.-"Entertainment": movie; show; "game"; % material.
-Rewarding viewer: getting more "entertainment" time / viewing / reading or experiencing time; level of reward matched by what they can experience (material w/in certain "score" parameters); getting brownie points (even w (with) or wo being translated into being awarded more experience from sys); awarding u/student/player ("game" player)
. Sub-Parts: Edit-Program; Edit-Reward; Edit-Route; Edit-Teach: alters / routes data to better teach student (uip)

6B-12 BLOCK OUT: omit / 'Edit parts of picture not worth seeing by blotting out with a set (or UP [user programmed*] shape, size and color, eg: a round neutral color blob (color is simply a mix of the colors- being blotted out, or a mix of the colors in the surrounding area.
-feature is activated at time of shooting pictures
. for still life or moving image camera
. Screening / Editing Selected Programs - Sys Routes Viewer To Alternative Programs.
-Programs: TV, Games, Music, SW (aspects of program), Other MM.

N EXPANSION: Following terms are normally interchangeable w/in each group:
-Group 1] program, sw, mm, tv show, entertainment program, material being viewed/studied/%experienced; film; video; music; channel%; [broad cast] channel;
-Group 2] screened; altered; adjusted; (partially) blocked; restricted; access%; reroute%.

+ A CODE (ACCESS, EL `WATER MARK') BUILT INTO THE DATA/SW LIMITS HOW IT CAN BE: "edited" / copied / utilized (to operate device).

Producer / Supplier / Broadcaster of program / data can via its code (access) limit how (w5) the material gets "edited".

-Examples: can't copy; if part is canceled = the entire program / file(s) of data, or portion thereof are erased (automatically) or made unaccessible (by u/sys who tried to "edit" it).

.-these `codes' or `watermarks' described in NY Times Aug 7, 1995 article, p5 "Digital Commerce - two plans for watermarks, which can bind proof of authorship to electronic works", ref # article #2.

-usage rights (copyrights / fee paid for # times of use) can be risked by "editing" if done in designated methods.

-a special (sw) key (for which fee needs to be paid (to activate)) is needed to "edit" / experience the program. "Access" limits functions of "edit".

-the `water mark' stays w (with) any data that was "edited" (cut out and transferred).

-Codes effect "Editing" of sw [type of program (available for purchase)]: codes limit how sw (cart) can be (re)programmed / altered / what products it can control / effect. Examples:

--parent restricts sw's functions to three of twelve (separate) el (electronic) products. Of the three mentioned, only one product can be fully utilized, the second can only have half its functions utilized, and the third can only be utilized if other criteria are met: W5 (what, where, when, why and how) / ps-zone / ba.

--D: u / guardian = C ('computer) (sw = code) = controls designated products / functions in this or other (detached) sys = desired function

"Bill":

-See also 9G150 Getting info during tv commercials.

% Like 'synthesizing, sounds are altered. Synthesizing is a form of editing or altering [sound] content for 'designated results. See the part 'synthesizing.

HYPERVIDEO (exists): users click on (moving) images/'icons, and get 'routed video clips / information ('tailored to their needs). Object Tracking software (exists) make (moving) images clickable.

-Editor applications: it determines which hypervideo 'images will be shown and how [w5]. 'Images are editable. Editor controls: how user is 'guided to which images [w5], eg: to get better: 'education, 'egh, 'tgh.

* EDIT – READ LATER FILE MAYBE =

-Automated image alterations: via any image changing algorithm in +"Artist".

. System automatically edits available functions of system (for U / Other Sys/C).

-Sys (SW) edits/alters programs (sw, "entertainment")/functions as designated by UIP, Access.

. The V Chip: which edits out certain television, radio, www or other electronic media shows or channels.

. System determines via its "analyzer" the content of the service's transmission. Intelligent monitor 2E251: c selection process SW ('software) = u's C ('computer) sys watches (TV type) shows for = behavioral analyzer (key words spoken/printed, sound analyzer, visual analyzer).

--especially useful when broadcaster / service provider doesn't supply codes / access which helps u's selection sys (system) select for their tastes/needs.

-UIP: u's situation changes by the hour (for business), hence u's needed info changes accordingly = "analyzer" determines what needs selecting = this N.

-OTD D: U (viewer, C user, computer programmer) = This N Sys (Data selector) This N Sys (service/broadcast selector) ~ C ('computer) ~ U =

ACCESS ; ANALYZER ; CART ; EDUC ; M ; MIC ; MULTI-USER ; NOTIFIER ; OSC ; PR ; PS ; Q ; S ; SCORE ; SENSOR ; SOUND ANALYZER ; STATUS ; SYNTH ; TDS ; T ('tel) ; UIP ; VISUAL ANALYZER ; WA .

-User wakes up to (TV, cable, stereo) program at anointed hour = (tds = alarm) = 9G220 Channel Scanner finds appropriate station according to U's UIP = U views station.

. Exists: R42 Omits commercials: system knows when commercials start and end. [Arista, Hauppauge, NY PS 4.94]

-the human or el (electronic) monitor can monitor: tv (air broadcast / cable); anything on information highway (mm programs, e-mail messages received (isolates similar/identical messages sent to differing parties - and therefore probably from a marketer of some sort). Saves u's time.

-see KN (invention) in file G1: sys screens/edits material, eg: kids watching X Rated programs on TV, MM.

. PATENT SEARCH Strategy & some related US pat numbers: Also see IMI-Intro& for details.

9G220 Channel Scanner Skips Stations Having Commercials:

. old str [strategy]: (bypass* or ignor* or hid* or cover* or skip* or erase*) and (commercials [keep s otherwise get commercialize] or advertis*)

-new str: (television* or tv* or broadcast* or cable*) and (commercials or advertis*) and (1st section of old str - but then erase it)

-US Patent No's: Classifies patterns of tv programs and commercials based on discerning of broadcast audio / video signals 5343251; 5343239%; 5319455*; 4647964*

-sys ads/superimposes over commercials another program: US Pat # 5264933*; 5233423*; 4724491*; 5424770 automatic insertion of a television signal from a remote source

-identifying what is and isn't a commercial (done automatically wo human monitor): 4739398+; 4750053+

-automatically edits commercials (wo human monitor): 4390904+

-miscellaneous 5404566 Generates "entertainment" audio signal interrupted by advertising audio signals and device for carrying out the process; 5319455% distributes customized commercials to television viewers; 5233423% Embedded commercials within a tv receiver using integrated electronic billboard.

+-5241428 Variable-delay video recorder: Allows simultaneous recording and playback of program material, including means for controllably varying a time delay between the recording and playback of recorded material. Previously recorded material temporarily stopped and then resumed without interrupting the recording of new material. User can interrupt playback (eg: to take tel call) without stopping the recording, and then resume

playback, user watches rest of program delayed by timer period. User can "fast forward through those recorded portions [unwanted, commercials] and catch up to the live broadcast. Patent issued Aug 31 1993.

-Editing other elements: Sys edits any type of unwanted program / data / images / words (key words) / other content by cutting entire material that is presented within certain time parameters (eg: middle 45 seconds), or program continues but certain sections are cut, eg: kw, so entire length of program is the same.

-sys can fast forward thru questionable (has medium "score")/unwanted material.

-"Scoring" System: continued: kw; applicability to task/need at hand. Especially for reading text; uip.

-Sys develops a collage of bits and pieces of material, stringing the clips in order and or next to each other in terms of their - "scoring": relatedness of material to each other; how reader might better view introductory info to better understand subsequent material - complex task for sw; "visual analyzer" - for color matching (easier to do), level of panning, amount of action (movement); etc.

-Screening Via:

--"Analyzer" studies contents then determines appropriateness of material for u / viewer / human or sys monitor / another "analyzer" sys.

--Analyzer determines contents via: 1] seeking particular words (key word search) / images (visual analyzer) / types of sounds (passion, gun shooting, screeching cars, crashes, breaking glass, etc - via "sound analyzer"). 2] uip: matches what u does/doesn't want w (with) the broadcast/sw/mm program(s).

-OTD (D) Drawing: U/Viewer/Guardian = This N (invention) Sys (Program Screener) ~ C ('computer) =

ACCESS (+password, *key); ANALYZER ; CAMERA (visual analyzer: views what is occurring in other locations); CART (sw: how program is screened/altered; or the actual program to be checked/altered, eg: video tape, CD, sw, data (novel)); K ; M ("analyzer" for judging type content; monitoring individual which experiences then "scores" each program (and or its sections); MQ (what u/guardian wishes sys (system) to edit); MULTI-USER (identified via their access); NR (notifies if/when/w5: sys being hacked; watcher (kid) watching material that could be edited; guardian notified); OSC ; PR (screening); PS (u must be at certain location (room)); Q (menu of programs available); R ; SCORE (guardian / u can see what programs are available and their score / how good they are); SOUND ANALYZER (for screening); SPEECH (for screening); STATUS ; STEREO (screen radio); SYNTH (for altering material into desired by-product); tds ('time date stamper) (limits times u can experience program); tr (transmits) ; U (student, child, adult (seeks differing type of screening from kids), general audience (employees, students for class, clients, users of other (unrelated) sys that incorporate the programs that get screened)); UIP ; VISUAL ANALYZER (for screening); VR* ; WA .

-ACCESS: -u's qualifying "status" changes (over time) due to: code(s) given to them by human/sys guardian; (growing) age of u; previous material u experienced, eg: tgh after u learned more; uip.

-abuse of access, eg: c hacking -> nr (notifier) to guardian.

-guardian K ('keyboard) in (different) code (each) u needs to experience program. Or, u who has a code can experience any program, and (younger) u may not have the code hence is restricted.

-EDUC: -(elements in program (eg its differing files) are coded (by manufacturer/u/guardian/this sys) for their educ (tgh) difficulty/applicability level (for particular task, study, student). U might still be able to view all/most aspects, yet have desired material presented in best order (logically gets more complex building on previously presented material) while other material that doesn't fit is at: menu bottom / in different window (needing "access", or `brownie points (see kn) for good behavior' prior to opening/experiencing);

-UIP determines material u needs to learn via: the incorrect answers / statements / q posed by u/student. UIP of all previous material studied by student ("tracker").

-What's Screened / Altered. Programs that are / have / suggest / condone: (physical) violence; (poor / type) language(s) / idea(s); sex: acts, suggestions, unsafe sex practices (eg: no condom); religious views; racism; political views; particular lifestyles; types of music / concerts.

-u may have sys select out material that is either not puritanical enough, or too puritanical (boring).

-How program / material / sw / mm altered / rerouted:

-given programs have multiple sub-programs that can replace multiple portions from (main) program. Examples: lady politely bids man good night at her doorstep, rather than their kissing; when spending night at hotel, each character has separate rooms rather than same room, so actions before and after the hotel scene need not be effected. Film maker might simply shoot double the normal footage, with special attention to the main program. Results in differing people seeing same program via differing versions.

-each scene / aspect / element of program is coded

-entire packages of programs can be blocked, eg: films #4, #8 are routed to films #30 which is also an action packed thriller type film (package).

-Related KN: -3G010 Tel Delay: U may need to temporarily delay use/"interactive" ability w (with) program until program has been screened/altered.

-What is screened (blocked) / edited / altered / synthesized*:

-TV; Games; Music; SW (aspects of program); Other MM ("entertainment"); "entertainment";

-Transmission (to viewer) via: traditional air broadcast; satellite; cable; M; T (line, cellular); other wireless modes (rf, infrared); "tr" = Received ("rc") by u (viewer).

.-Note: US mass media started covering the ability of parents to edit out unwanted programs their television broadcasts since maybe July 1995. My major expansion of this theme started Aug 6, 1995. However, earlier, I developed several related N, plus the imi part files.

. Sys (SW) edits/alters programs (sw, "entertainment")/functions as designated by UIP, Access.

-Sys "tracks" u: score/ba-track determines how sys may edit functions or programs for u.

-U can easily toggle between experiencing select channels, most, or all types data:

--Different channels/files have differing desirability "scores". This preferential rating system is stored in differing files. U selects which such file is wanted. Examples: 1] they want to experience thriller movies, "R" will surf (only) channels w (with) such programs (then after they have (all) been viewed (once) w/in (last 10 minutes, sys (system) can allow user to see all / next lower "score" channels (as well)).

-K pad has differing switches / control settings, which allow U to select type "edit" mode.

-"Router" is a subset of "Edit".

-A code (access, el `water mark') encoded in sw/data* limits how sys / program can be: utilized (to operate device) / "edited" / copied.

.-sw edits out sexually explicit images. (It blocks TCPIP flow). Their employees monitor the information highway web, updates are sent to user who then is unable to "access" certain sights.

--Surfwatch Software, from Surfwatch Software, Inc., 105 Fremont Ave., #F, Los Altos, CA 94022. 800 458-6600.

From 5.96:

-New existing V-Chip blocks TV violence and sex. Blocks: "full screen or picture-in-picture boxes, and TV and VCR clock setting." From Zilog, Inc in Campbell, California. Part name: Z86129. * 10 line article from S.F. Chronicle, p. D1, May 29, 96.

-12.95 Bib Disk US Patents = "Edit"

-str: (edit or editing or edits) and (computer* or software*)

-US Patents: 5465324 defining geometric relations in CAD; 5442744 "editing" multimedia.

-Sounds are "edited": US Patent 5368308: Stream of recorded sounds broken into segments then re-ordered. Pat issued 11.94.

-? only went half way into A dir for merging w (with) old N; already merged w (with) IMI.

. System automatically edits available functions of system (for U / Other Sys/C). It seeks then gives what user or system may want.

END OF THIS MAYBE LESS IMPORANT SECTION

END OF THIS EDIT'S SECTION

File: Features Intro / Educate

EDUCATE / GUIDE

'Guide is a subset of Educate

MISCELLANEOUS: .- "Guide": Art Instructor. Suggests how user might proceed in generating "images". Useful for large sector of population. Fill in colors in designated locations. System guides / prompts u for when / how (w5) they can create art. See: "Artist's" "Guide", "Access' Guide". Subset of: "Educ".

. 8B290 Play out your future anticipated situation and or activity. Also learn new ideas and strategies about what to do. Excellent training tool. System might or might not give guidance as to best strategies to adopt via: suggestions, warnings, alarm when person is about to or has made a mistake....

. As training device, program situation to depict near life representations [in 'games] requiring skill needed in the future. 'Guides u in inputting information [UIP-Input] / how to use sys.

. Speech (Pathology) Instructor: student speaks= sa= compares spoken sounds w (with) db of correct speech= osc ('outgoing sound communicator) (correct speech)/ printer / score.

-see kn's music instructor.

A453A UIP-TAILOR AUDIO COMPUTER LEARNER: Learner selects from their electronic information source (Educ-db; uip-db) what they want to hear and learn. Information transferred electronically to user's portable player chip, which can be listened to while traveling. Great because user only hears what they need. For learning difficult material, such as language grammar or history dates, user can edit in just what they need to focus more on. Training tapes on market give the user the all or nothing approach.

Technical: also works with cassette tapes. This product is most likely to be an accessory for a larger educational / learning / information system such as #53.

. 'Software 'guides user to learn 'designated skills.

-Skills that can be taught include:

vocational; understanding the product that comes with this 'educations feature [trains how to use]; school or other institutional training programs [computer based training].

. How system determines what needs to be taught: 'seeks which functions user lacks proficiency.

. See 7J02 Language Trainer & Voice Analyzer: Teaches language learners to pronounce new words. It's in own file.

. UIP-Access: earning high[er] 'scores from 'educational process gets points/'access

. UIP-Edit: material 'edited to 'tailor learning process

. UIP-DB of facts, info and uip-traits – helps teach/'guide

. UIP-Q&A: user asking questions and getting answers in form of 'education

. UIP-Router: get routed to topics, chapters, windows based on UIP-traits, high education learning 'scores.

. UIP-Track's student's learning progress.

EXPANDING SCOPE OF INVENTION –Jumbled Examples Follow %:

[Parts.Section #1]: U/Student (User of this Invention) = Applicable Functions Of 'Educational Features ~ 'C (CPU) =

[Parts Section #2]: ACCESS [smarter / faster learners] // ARTIST [increases creative thinking [based on understanding the role culture plays in the creative thought process] // ANALYZER [controls education's 'tailoring process] // BA (Behavior Analyzer) ['tailors learning to user's behavior profile] // EDIT [('game) 'educational content 'edited to user's age/skill level)] // MULTI-USER [] // NOTIFIER [] // OSC [] // PR (Programming) [] // PS-ZONE ['educational material 'tailored to user's zone] // QUESTIONING [menu of questions 'edited for 'tailoring] // ROUTER [] // SA (Sound Analyzer/Sound Recognizer) // SCORE [] // SEEKS & REACTS ['reacts with 'guidance when user lacks knowledge/skills] // TDS [] // T (Telephony) []

// TRACK [] // UIP (User Info Programming) [] // VA (Visual Analyzer/Visual Recognizer) [] // WA (Walk About) [].

* Sections 1 and 2 interact.

. EGH (Education Gets Harder) is a part of "EDUC", though EGH can be a separate function from ED. See "ED" for details. Subset of "Education". See "Brain": system' feature (also viewed as part) 'adapts according to circumstances. EGH = Educational training product gets harder, compensating users for their improved performance. System remembers previous user's performance and gets harder accordingly; "Educ".

-Drawing: 1 User at K (keyboard) = 2c (computer)= 3 function.

-For Techies: 1 multi-user: each u (user) or player is 2 recognized as a different identity by 1 typing in their name or part; 2cart; 3display; entertain; % interactive; 3osc; 2pi; 3 print; 2score. "Edit".

* EDUCATION – READ LATER MAYBE =

-Stretches the 'user's mind, eg: increasing their creativity. See KN (invention) paper on topic.

-D: 1 uk = 2 c = 3 function

-OTD: %interactive; system sold with an educational manual/textbook in "C" or book(let) form; multi-user; notifier; mp; uk; % "M"; pp.

.-"Router": locates then= retrieves needed data= for this part, eg: information to provide better education.

-A code (access, el (electronic) `water mark') encoded in sw/data* limits how sys (system) / program can be: utilized (to operate device) / "edited" / copied. See: "Access", "Edit".

-Sub-Parts: Educ-EGH.

-"Billing"

.-El meeting place:

Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" =

ACCESS (needed for each participant (u) to join) // ANALYZER (how / w5 sys functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u) // GUIDE // nr (notifier) (when u is asked to respond or should notice designated occurrence(s)) // OSC (verbal communication) // PR (how each u "interacts" w/ each other / sys) // Q (answered differently according to u) // R (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (u) the sending / receiving u are / w5 of situation) // SCORE (of each u) // STATUS (of: each u / their actions) // TDS // T ('tel) (how each u "interacts" w: other u / m) // TRACK (progress/changes of each u) // [UIP / "Multi-user" = (each u = experiences / handles sys (system) differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "educ": each u = "interacts" = learns from or teaches other = u (in different manner = uip) // "cart" // "M".

.-US Patent 5368308: Stream of recorded sounds broken into segments then re-ordered = "Educational" practice (improves thinking abilities: memory / analysis of sounds). 'Game
-US Patents = "Educ": str: educ* and (electr* or batter* or computer* or software*)
-"Access' BA": correct (EGH) behavior taught to accessor= thereafter such (correct) behavior required.

See +'Guide. END OF MAIN 'EDUCATE SECTION
File: Features Intro / Entertainment

ENTERTAINMENT %

Use of the invention can be: a type of entertainment; a novel / happy / fun experience; a creative experience; used to stimulate user's creativity.

MISCELLANEOUS JUMBLED INFO:
-generally the experiences of pleasure/well being outweigh aspects of the program/%product that elicit emotions of other types, eg: horror, fright, friction; pp; mp; %educational; %educational toy; %"game".
-MOOD* = Usage of invention often effects/improves user's mood. Product's sales literature states it improves and or alters human moods, feelings, emotions, or level of happiness. The following also are used to achieve this aim:
--'Interactive 'Game that is UIP-Tailored for user to elicit 'designated emotions in player(s).
--'game 'cart; 'cart; character; pleasant tones/sounds in OSC, synth, speech; software's wording, button labels, instructions in printed manual. This part might occasionally have been mistakenly called "enter"** in which case the context will justify the meaning. "Edit".
.-"Router": locates then= retrieves needed ("entertain") programs = as controlled by UIP-Tailor.
-A code (access, el (electronic) 'water mark') encoded in sw/data* limits how sys / program can be: utilized (to operate device) / "edited" / copied. See: "Access", "Edit".
. Sub-Parts:
-Entertain-Program: films, music, %"games". Program can be digitally stored.
-OTD Drawing: U = (Entertain) ~ C =
%ARTIST ; %BA (to 'tailor [our] inventions to user); BRAIN ; C ('computer) ; %CAMERA ; CART ; %COMPOSITION ; EDIT (uip); EDUC (uip makes more entertaining); K ; M ; %MM (entertain is experienced by u via mm); %MIC ; MULTI-USER ; **NR ; OSC ; PR (u programs W5 (what, where, when, why and how) of entertainment); Q ; R ; ROUTER ; %SCORE ; STEREO ; SYNTH ; %TDS ; UIP (uip-tailor); UQ ; VR* ; WA . "Billing"

ELECTRONIC MEETING PLACE: Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" = ACCESS (needed for

each participant (u) to join) // ANALYZER (how / w5 sys functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u) // nr (notifier) (when u is asked to respond or should notice designated occurrence(s)) // OSC (verbal communication) // PR ('program) (how each u "interacts" w/ each other / sys) // Q (answered differently according to u) // R (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (u) the sending / receiving u are / w5 of situation) // SCORE (of each u) // STATUS (of: each u / their actions) // TDS // T ('tel) (how each u "interacts" w: other u / m) // TRACK (progress/changes of each u) // [UIP / "Multi-user" = (each u = experiences / handles sys differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "educ": each u = "interacts" = learns from or teaches other = u (in different manner = uip) // "cart" // "M".

3G050 'ENTERTAINMENT PROGRAM 'ROUTING: System will route 'user to other (related or better) programs, eg: based on UIP of user/programs. See 'Editor part for details.

5J0411 ENTERTAINMENT BECOMES MORE REALISTIC BY EMITTING CORRESPONDING SMELLS

. Movie Smell Emitter : Odors and other stimuli are emitted for people according to any criteria. Examples:

-Movie / Electronic Entertainment viewers/users have their (five) senses stimulated at designated times (w5), to match the desired effect in the being.

-'Education, 'Guide, 'Therapy Gets Harder.

-Odor can have multiple simultaneous purposes: make pleasant to [human] nose; multiple behavioral effects; function as 'notifier [alerting danger or 'status of situation]. Eg: the smell both 'notifies user, while motivating them to act [such as lemony smell which might combat laziness], or emitting of food odors when its time for person to start preparing food or for when clients are motivated to purchase food [at 'designated time in movie theater]

-D1: person sets the time odor[s] are to be emitted in conjunction w (with) scenes in movie [as directed by computerized/printed guide]= odor type emitted takes into account the type scene [hence what odors are most apt to motivate users in that temporary 'mood] and the type food they are being motivated to purchase in the front room. The odors can also be used to enhance the movie experience [latter exists in Japan Times article from early 1990's?]

-D2: 'ba determines behavior [of person or organism]= smell emitted= behavior altered= 'ba determines 'score for change in 'designated behavior.

-5J041 and 5J0411 are related

. See 5J0412 Pet Toy Odor Emitter creates a bigger impact with the pet. Odor might be emitted when the Toy Vibration Sensor determines it is being played with.

-Different smells can emanate according to when and how [W5] it is played with.

-Invention 'tailors its functions for the user, pet and or application.

-5J0412 is in Pet-Entertainment sub-part

ENTERTAINMENT – READ LATER SECTION MAYBE:

Use of the invention can be: a type of entertainment; a novel / happy / fun experience; a creative experience; used to stimulate u's creativity.

-OTD: generally the experiences of pleasure/well being outweigh aspects of the program/%product that elicit emotions of other types, eg: horror, fright, friction; pp; mp; %educational; %educational toy; %"game".

-o-MOOD* = Usage of invention often improves user's mood. Product's sales literature states it improves and or alters human moods, feelings, emotions, or level of happiness. The following also are used to achieve this aim:

--OTD: cart; character; pleasant tones/sounds in OSC, synth, speech; software's wording, button labels, instructions in printed manual. This part might occasionally have been mistakenly called "enter"** in which case the context will justify the meaning. "Edit".

.-"Router": locates then= retrieves needed ("entertain") programs = as controlled by UIP-Tailor.

-A code (access, el 'water mark') encoded in sw/data* limits how sys / program can be: utilized (to operate device) / "edited" / copied. See: "Access", "Edit".

. Sub-Parts:

-Entertain-Program: films, music, %"games". Program can be digitally stored.

-OTD Drawing: U = (Entertain) ~ C =

%ARTIST ; %BA ; BRAIN ; C ; %CAMERA ; CART ; %COMPOSITION ; EDIT ; EDUC ; k ('keyboard) ; M ; %MM (entertain is experienced by u via mm); %MIC ; MULTI-USER ; **NR ; OSC ; PR (u programs w5 of entertainment); Q ; R ('remote control) ; ROUTER ; %SCORE ; STEREO ; SYNTH ; %TDS ;

UIP (uip-tailor); UQ ; VR* ; WA .

-"Billing"

-Electronic meeting place: Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" =

. 'Entertainment: ACCESS (needed for each participant (u) to join) // ANALYZER (how / W5 (what, where, when, why and how) sys functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u) // nr (notifier) (when u is asked to respond or should notice designated occurrence(s)) // OSC (verbal communication) // PR (how each u "interacts" w/ each other / sys) // Q (answered differently according to u) // R (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (u) the sending / receiving u are / w5 of situation) // SCORE (of each u) // STATUS (of: each u / their actions) // TDS // T (how each u "interacts" w: other u / m) // TRACK (progress/changes of each u) // [UIP / "Multi-user" = (each u = experiences / handles sys (system) differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "educ": each u = "interacts" = learns from or teaches other = u (in different manner = uip) // "cart" // "M".

. Entertainment - 'Guide Applications: Suggests type 'exercises / body motions: Medical uip studies user's medical condition before / during / after exercising= analyzes type results from each possible 'exercise ['scores value of each] = suggests type exercise.

-Type results user may wish to have in themselves= and what they select from SW ('software) menu: more physical / mental energy [creative thinking ability]; improve medical condition= in consideration w/ u's medical condition, eg: their specific ailments; physical therapy 'guide= takes into account user's bodily limitations and any body areas that need special focus / handling= [for rehabilitation]; 'guide compensates for permanent damage / limitations in users, eg: old age, problems w/ particular body parts or limbs.

--'Analyzer suggestions: time length and rigor of exercise; frequency per week...

-See: 'Guide works with: 1J010 Body Movement NR: for carpal tunnel syndrome; 'entertaining forms of movement; body movements tied to 'compose.

END OF MAIN 'ENTERTAINMENT SECTION

File: Feature Intro / Environ Protect

ENVIRONMENTAL PROTECTION

[Automatically] functions to increase or fully protect the environment in one or multiple ways.

. 'Analyzer's 'sensors monitor environment – it 'seeks & reacts as programmed. 'Reactions include: 'notifying someone; altering how a product functions, such as deactivating or enhancing one or more of its parts/functions. [automatically] switching how product functions when needed [based on w5 (what, where, why, when and how)], to reduce/increase energy consumption, and or environmental benefit/damage.

. 'Behavior Analyzer studies the users' / device's behavior, then suggests/'educates/'guides the user/system to be more EP friendly.

. 'Educational Video Game stories give points for EP friendly behavior. EP unfriendly characters are villains.

. 'Guides / 'Educates users [with 'entertainment] to use products for better EP.

. 'Score: System 'scores itself/other devices for level of good/bad effect to environment. Info can be sent to the 'Analyzer.

. 'Sensors monitor and 'analyze EP levels: odor/chemical sensors, 'sound analyzer ['seeks & reacts to noise pollution, or sounds 'correlated with an EP issue].

. Adapt (UIP) of the designated environmental features tailors products to be environmentally friendly.

. Diagram: 'Sensor = Central Processing Unit ('Analyzer) = Output [invention adjust itself for better EP].

. W5 (what, where, why, when and how) : system adjusts its functions and self control based on when, where, why plus what is happening and how.

. What Needs Protection, e.g. publications from Sierra Club, United Nations, US Environmental Protection Agency [Federal Government]. More examples: Pollution Reduction. Green House Gas Reduction. Allergen

Reduction. Carcinogen [release] Reduction. [Wild] Organism Protection. Erosion Control. Electromagnetic / Radiation Reduction.

. Let's protect our planet in whatever way evolving technology allows. Discounts in 'licensing can go to organizations that are more environmentally friendly with our and other's inventions.

File: Features Intro / Exercise*

EXERCISE **

Also might function as helpful companion, guide, or rule setter in physical exercise.

-D: 1 -> 2 -> 3

-OTD: user moves from body posture/point 1 to 2 while user is interacting with product both in 1 and 2; 3 person continues exercise (123456...); system is good for person moving about in at least a minor fashion, though not necessarily requiring strenuous physical activity. "Billing": bills

.-See: Access' parts for Motion and BA: type motion= matches needed behavioral profile to gain "access".

-Type motions ("scored" (via "sensors")): "Dance"; Vibration (KN); PS-Zone; Access' "Motion"; How object (made (by u) to "Float".

'Customize exercise program [user is 'guided to taking].

END OF SHORT 'EXERCISE SECTION

File: Features Intro / Experience

EXPERIENCE (NAME OF A PART - HAS OWN FUNCTION)

. U (user) experiences part or all of system via: vision ("s") / sound ("osc") / "entertainment" / % "vibration" / % "smell". This is a subset of "interact".

. For Techies Drawing: users= "Experiences" ("interacts" w) ~c (computer)/ s (computer screen) / osc (outgoing sound communicator) / Following supplies what's necessary for "experiencing" =

ACCESS // ARTIST // %ANALYZER // BILL* // CART ('Software Cartridge) // EDIT // EDUC // Game // MULTI-USER // NOTIFIER // osc (outgoing sound communicator) // pr (software program) // PS-Zone // q (user and or system asks each other questions) // r (remote control) // ROUTER // SCORE // SEEKS & REACTS (React = "experience") // %SENSOR // SOUND ANALYZER // tds (time date stamp feature) // t (telecommunications) // Toy // TRACK // UIP (+uip-tailor improves the "experience") // VISUAL ANALYZER // +VR // +WA .

The nature of the experience is 'customized.

DIAGRAM: User experiences part or all of system via: vision ("s") / sound ("osc") / "entertainment" / % "vibration" / % "smell". This is a subset of "interact".

. Diagram: U (User) = "Experiences" ("interacts" w) ~ C / S / OSC / Following supplies what's necessary for "experiencing" =

ACCESS () // ARTIST () // %ANALYZER () // BILL* () // CART // EDIT () // EDUC () // Game // MULTI-USER () // NR () // OSC () // PR () // PS-Zone () // Q () // R () // ROUTER () // SCORE () // SEEKS & REACTS (React = "experience") // %SENSOR () // SOUND ANALYZER () // TDS () // T () // Toy // TRACK () // UIP (+uip-tailor improves the "experience") // VISUAL ANALYZER () // +VR () // +WA ().

END OF SHORT 'EXPERIENCE SECTION

GAME FOLDER INTRODUCTION

NEW CONCEPT OF ADAPTING GAMES TO PLAYER'S PERSONALITIES

Table of Contents For Games Section: GAMES Main Sub-Folder. Includes Sub-Sub-Folders with their files:

. Games Intro (file)

. GA LIC R: (sub-sub-folder)
-Collar Game
-Dating Game
-Dating Game Details

. GA INVENTION & PARTS:
-Guide Behavior Modify
-Tailor Communication
-Tailor Match
-UIP Emerge

. GA 3
-Predict Game Functions
-Puzzle Maze Guide
-Real Life Practice Game

-Real Time Interface

. GA 2
-Good Intentions
-Health Game
-Seek A Reaction Game

. GA 1
-Games from March 2006
-Games Other
-Games from 1990's
-Invention Game

Game* (file)

. GAME PARTS (Features):
-UIP Sub-Part Games
-Action Points
-Parts from our 1990's Games
-Artificial Intelligence UIP
-Industry's Common Features
-RPG Plot List
-UIP Big Facets *
-UIP Input Games *
. Upgrade Other's Games

Adaptive Game Inventions Make Their Own Plot Or Are Functions Incorporated Into One.

BEHAVIOR ANALYZER Selects game options that excite a player.
Example: A guy who loves blondes rescues his dream girl.

PLAYER MODELING Adjusts the game's template for each player's behavior model.

SOME OF OUR ADAPTIVE GAMES: Magical Password Strategies. Morning Alarm Clock Games. Wireless. GPS Geodashing. Track then Trap Villains.

Personality Adaptation Games Give Players Just What's Wanted.
Educational Games Subtly Reinforce Good Personality Traits.
Helps ESRB Ratings While Keeping The Excitement.
Our IP Is Highly Proprietary Thus Highly Customizable. More...!

DATING SOFTWARE & GAMES: What does your fantasy lover behave and look like? Interact with your ideal lover in ways that make you happy.

PREDICTION GAMES: Gain valuable powers of predicting how game characters will behave. The 'behavior analyzer will 'educate the player about the character's behavioral traits. The game's 'analyzer will 'correlate the player's behavior model, with upcoming game scenarios, so it can 'predict how a game character will act. By 'predicting how a game character will act, the player has a higher chance of winning. The level of reliability in the game 'predicting the character's behavior can vary from character to character – this creates a level of suspense. At the same time, the 'prediction feature brings a new dimension to video games.

PUZZLE & MAZE GUIDES: System signals user whether they are getting closer or further from the desired result. Software and hardware puzzles can be any number of dimensions, and be in such forms as Rubik's Cubes. To be more interesting, there can be multiple routes to solving the puzzle or getting through the maze. Short cuts would be identified with a green light; while longer routes can light up yellow; and red lights show dead ends. This game's 'tailoring function works by 'correlating the current location, with the target point. As the player's location changes, the game's green and red signals 'adapt to player's new location.

INTERACTIVE ROLE PLAYING GAMES WITH REAL PEOPLE: Interact with people you know. 'Predict possible outcomes from each type of interaction, in imaginary life games. Learn how to solve interpersonal problems in work, family and other social settings. As a result, explore how relationships evolve in the game and real worlds.

REAL TIME DYNAMIC INTERFACE GAMES: Interact with facets of the real world. Game mixes reality with fiction. Interact with world leaders to discuss and solve problems; or respond to drops in over priced real estate prices by investing in venture capital funds. Interact with the properties of products from competitors, to come up with better invention ideas. Learn. Solve problems. Have fun. More..!

HERO COLLARS THEN CONTROLS OPPONENT: A collar's fuzzy logic hones in on the opponents traits, which are obstructing the hero. The collar rewards cooperative behavior, and limits obstructive actions. More...!

RPG PLAYER MODIFICATION GAMES: Parents will discover this can teach kids to be better behaved, while they enjoy the game. Parents can choose from a list of behavior issues their child is facing. The game template's plots change to match the plot with the player's characteristics. Improvement areas include: paying greater attention to the parent; and having more ambition in school. Boys or girls can work on their fears about succeeding in college and getting a nice date. More...!

CLAIM UNCHARTERED TERRITORY: Broadening intellectual property descriptions in the claiming of more territory. Anyone wishing to enter our territory (develop our inventive concepts) may pay high fees to license monopoly patent rights for up to 20 years.

OUR INVENTIONS ARE EXAMPLES: We're seeking broad patents on the inventions for which specific examples. Patents can give us exclusive rights for any game player that uses our hopefully broad gaming concepts. Think of the potential profits.

TREE BRANCHING STRATEGY: Inventions in one category can be used to expand inventions in our other electronic fields. Invention descriptions include parts; they are broadly explained in other files also sent to the patent office. Inserting a one word abbreviated part automatically can expand the invention by the number of pages of that part. Each part makes extensive connections to other parts, and those parts to other parts and patent numbers. Often one simply connects to a part, and the invention adapts to a new use. The coop's patent applications are usually titled "Adaptive Design".

UIP (USER INFORMATION PROGRAMMING): Has extensive applications in most electronic OEM products. Games are an excellent background in which to expand UIP, as it's a very fluid "culture". Focus on UIP applications for these and later inventions.

File: Games / Lic R / Collar Ga

COLLAR RESTRICTOR & GUIDE 2G150

Collar Restrictor: Both the player's characters and the other game creatures can be assigned collars which influence the strong and weak skills of the creature. The collar adapts itself to the user through artificial intelligence. It zaps the wearer based on what they're doing and are well skilled at. Collars can at worse, make characters zombies, or at best equalize skills between two or more of them. For example a player good with swords may find themselves penalized with a collar that hinders their sword or shooting skills. The penalizing can be weaker or stronger according to the punishment, and the character's or player's skill sets.

Details:

+ Collar has all functions of any of our invention parts, particularly those that effect behavior.

--Collars (carry all the features of an) 'UIP 'Agents that effect designated characteristics to the determined level, for the desired result.

-Players can win in multiple forms. For example: By removing their collar and exercise the full skills built up earlier; or Learning how to circumvent the collar's restrictions by finding niches by which they can exercise their skills – however the collar can learn how it is circumvented, resulting in the player having to find other cracks in the restriction.

(GPS) Collar Game Feature G105: Collar's UIP 'seeks and reacts to designated situations. Teaches/reminds wearer (character, person, animal) what to do based on what UIP/'Guide/'EGH/'TGH 'designates. EG:

-Popeye: boosts user's awareness/strength when (opponent approaches). Collar's 'ps knows when it's in designate proximity to ((hidden) 'access / escape point). Collar can emit: smells (of coffee); vibrations (to sooth or increase alertness); 'notifying sounds (osc); 'images/lights for any and all to see. Sends negative signals for (bad/dangerous) behavior (electric shock).

. User/'Boss trains their pet/robot/assistant with UIP collar. Trainer/wearer give the UIP-input. Wearers can't multiply in number, each having (same) collar, making it easier to make a group (to fight/act for trainer/boss).

-'Boss straps collar onto opponent/group member (can only be taken off w/ 'access (obtainable by 'boss/villain)).

Used Before: Shown on Star Trek TV show?

Snake Game Scenario: Slaves [partially mutated / shape shifts] into animals [they live nearby] [retaining human features / powers]. Player [such a slave] 'interacts w/ a humanoid / [huge] snake. Player avoids 'zone near snake. Player takes actions keeping snake away [from attacking player]. 'Collar can help/hamper player in: being detected by snake; fighting snake. Collar 'predicts how snake will 'react [whether player alarms /triggers a 'reaction from snake]. Collar uses/'tailors to environment as a resource/weapon for UIP-[input]: camouflages player.

-Collar will camouflage player's sounds/movements by tricking snake into thinking the commotion was caused by another entity, eg: rodent/snake's prey. Player tricks villain into interpreting/'predicting player's behavior as to being something different for what it is.
-collar gives player strategies on how to: bypass / approach / attack / fight (wrestle).

Collar-UIP: Immunity to 'designated problems, that 'analyzer realizes/'predicts exists.

Chess Like Collar Game Function: player moves a pawn; before opponent moves they'll judge/'predict how the other's anticipated move(s). Player attacks villain [latter evades attack].

Attack mode 'guide: based on target's [perceived] UIP, collar will know how to [better] attack giving strategies/tools. Target's other's weaknesses.

UIP-Input: collar learns from actions in [previous] games. It 'seeks weaknesses [through menu] in opponent.

Nintendo's Mega Man - here player works levels to get to main boss.

Collar Guide
Largely the converse of the Collar Restrictor. The collar learns the main player's weakness and guides them through rough spots. For example:
-Learn for Points: In exchange for some points, the guide will give the player practice sessions, and pointers. Pointers can be simplified so lengthy training isn't required. Pointers include stating: labeling weak spot of opponents; knowing which of the many buttons need to be pressed on the weapon to dominate opponents; magic words ('access) that will extend one's game life.

Diagram Expanding Invention's Scope: User = This Invention ~ Computer ~ Analyzer = 'Character Lock // Access [collar gains access] // Agents [agents can 'access/hack other agents, such as collars which are agents] // Entity / Invention [collar is an invention] // Behavior Analyzer / UIP [collar tailors to wearer] // Edit / UIP [collar's function] // Educate / UIP [collar teachers wearer] // Effects / UIP [on wearer's or player's experience] // Data Base / UIP [of wearer's traits & collar's functions or potential 'reactions (to wearer's behavior)] // Emergence-AI / 'Peter [suggests and how collar 'guides wearer] // Guide / UIP [where and how wearer can go/act w5] // Heuristic-AI [picks best action it 'guides user into] // Order & Timing [collar gives multiple step 'guidance] // Intro Sequence Options [explains the collar (thru moving action examples)] // More Lives [collars take/add lives] // Marketing / UIP [parents told it helps w/ kids' 'education] // Mood / UIP [alter/'edit moods] // Multi OBSTACLE [collar can be surmountable obstacle] // PD (Positioning Device) / UIP [collar's functions effected by zone] // Ping-Pong / UIP [collar acts, then 'seeks & reacts to what external events occur] // Power-Up [press (right) button to be powered up or (unwittingly) down] // Puzzler [to remove or 'access collar] // VR

[collar is a virtual reality device (with gear that transmits to all five humanoid senses] // More Related Functions.

File: Date Ga Detail

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ABBREVIATED BUSINESS PLAN

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The third aspect to be covered in this document is two real life applications that could be pursued once the other two issues are resolved.

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constantly changing its decision making based on past data, current mood, and current desires. In this way it is hoped that the character's behavior would be more human like.

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File: Date Ga

DATING SOFTWARE & GAMES 2G140

DATING SOFTWARE & GAMES

Interact with your ideal lover in four ways. Fuzzy logic matches players up with prospective dates that are real or imaginary. The system studies the behavior characteristics of the real life players, to either make the best match, or design an imaginary lover. The game version Lover Interaction engages people to play with their imaginary lover. The real life version is Virtual Matchmaker . Date Teach guides game players to improve real life social skills, to reach out to people, and then nurture the relationship. Intellectual property rights are being developed for Virtual Love ™ that comprises more advanced, virtual reality versions of these inventions to be taken to market when technology costs become affordable.

Details:

-Enjoy 'interacting with your ideal lover(s).
-Improve uip-info-input by how player selects their [potential] mates. Personalities, body/facial characteristics, player's voice and choice of words, etc... are matched and spark interest in players [and other entities].
-'Interact when bored / lonely.
-'Educate self on how to improve social skills; or get over fears when meeting ideal eligible people/entities.
-Fight to get (girl): (two) (men) fight, and win by mastering the other (by knowing their characteristics).

Software Versions & Applications:

-Game for two or more entities/players
-Real Life Dating Service: 'predicts how two or more real people will 'interact in different settings and one or more diverse goals, eg: seeking lover, friend, business partner, boss [employer or 'game villain to tangle with], and caretaker.'
-[Software] Toy to 'Interact w/ & Achieve Matches [while feeling Pleasure]: [romantic] playmate
-'Educational / 'Guide: learn how to date, be and grow with friends/business partners/an [ideal] lover.
-'Behavioral Analysis / UIP-Input for applications in other UIP programs [too]: learn about player, to tailor any software related device for that [type of person] then or in future.

Existing game "Sims". Just description follows:

a strategy game, build a city or land development. Sims hot date; builds up personality and confidence, eventually meets the right person. Click where your player will go. Create your character's personality, eg: shy, work oriented, outgoing, just hang out with friends....

-How character is built up: living off a fantasy world [character] – played over many days – causing addiction – like living life; this helps develop a behavior profile, used to decide how a match will work/last.
-player is 3rd person view strategy game.

Another game: Build points for character, to attract women. A flash based game – off Internet.

DIAGRAM EXPANDS INVENTION'S SCOPE:

User = This Invention ~ Computer ~ Analyzer =
-Access / UIP: mates need 'designated 'score (range) to play/get matched
-'Agents-'Game: explores [each] mate's characteristics
-'Entity / Invention: girl/guy matched to a girl/guy; (rare / hard to breed) animals/pets
-'Behavior Analyzer / UIP seeks info on how entities to be matched may: 'interact, and what types of 'interaction will result in what behavioral patterns [in an 'order & timing pattern].
-'Boss: the girl that best matches the 'boss for: making 'boss/girl happy; shocks audience in their contrasts like w/ King Kong and his girl.
-'Edit / UIP: player designs / chooses from menu the ideal mate [for subsequent 'interaction]
-'Educate / UIP: learn how to date / not be shy when w/ the ideal person. Practice speaking/behaving = then get 'scored / 'guidance.
-'Effects / UIP: passionate voices / colors / etc match player's preferred sound parameters.
-'Data Base / UIP: entities / their characteristics / uip = to match / 'interact / 'guide
-'Emergence-AI / 'Peter: creating ideal lover / or any other creature w/ 'designated good/bad characteristics, eg: 'boss, 'agent. Creating [ideas / parameters] for: 'acess, 'boss, 'editing, 'educating, ' effects, structure of 'data base, how 'emergence can work [computer teaching itself to perform better], 'group, 'guide, 'ping pong, 'stickiness to achieve desired result, 'therapy, how to seek/process info for UIP-input, 'virtual reality.
-'Group-'Game: matching groups with other groups / single entities/inventions. Magician entity [automatically] gives/offers invention that matches [all] of entity's needs.
-'Guide / UIP: offers mates [more] designed to 'educate entity [on how to date/'interact
-'Heuristic-AI: system puts either a neutral/guessed at 'score for characteristics about which it has little/no direct or correlated info.
-'Intro Sequence: smiling/happy entity shown.
-More 'Lives: if a date/match goes bad – loose a life(s); good matches add/extend lives
-Marketing / UIP: Slogans: "Find Your Match" "Be With Your Ideal Lover" "Guaranteed Lover Will Match Your Dreams".
-'Mood / UIP: moods 'scored, then matched. Some 'score value given for characteristics that balance each entity, eg: highly imaginative ungrounded inventor, matched with practical, "go getter" marketing style person.

-Multi 'Obstacle: girl plays hard to get via 'obstacles.
-'Order & Timing: dating process dragged out; home run comes later.
-*'PD / UIP: intimacy can happen in bedroom 'zone.
-'Predict / UIP: how the match will turn out today, and in any number of years.
-'Real Time-'Game: work with celebrities, whose characteristics can be changed to UIP match player's/entity's.
-'Stickiness-'Game / UIP: measure flexibility in tastes and ability to adjust one's personality to suit the other. Low stickiness in a non compatible trait, will improve the 'score for that trait, increasing the overall [averaged] 'score for the entity/match.
-'Template-'Game / UIP: pop the player's profile, and type lover wanted into the template.
-'Therapy / UIP: love used to heal [player]
-UIP-Input: studies [player's] behavior to create 'database on their behavior
-'Virtual Reality %: play with your lover, using all five senses. The more senses, the greater their synergistic effect! Keep [out] all known and adaptable adult toy [with G to R ratings] as an additional function; that works with the system's other 'Effects.

CONCLUDES THIS DATE GAME FILE.
File: Date Ga Detail

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File: Games / Guide Behav Modify

BEHAVIOR MODIFICATION (GAMES)

A 'Guide Sub-Part. 2G190

'Guide punishes or rewards based on good behavior.

STEPS:

-UIP Database has list of [bad] behaviors wished to be modified.

--UIP-Input comes from: [menu] lists each potentially negative [behavioral] characteristic, from smoking or taking drugs, to joining gangs; See UIP-Input part.

-UIP/parent/user 'scores which characteristics appear most problematic for [child]. This 'edits the 'game / 'educating software template. For example:

--'game 'villain has undesirable smoking habit –villain smokes; and for the lazy kid who doesn't do their homework, the villain is shown [in the game] as one who didn't study in school. Or villain can have other negative characteristics player/child knows is bad, eg: violence, drug addiction.

-rewards for points won for good behavior: player can stay up later / have more privileges like an adult for good points earned via good behavior. Trade off: player gets more responsibilities.

APPLICATIONS / [GAME] SCENARIOS:

-girlfriend wants fidelity from her boyfriend: boyfriend's male character get venereal disease from dating with too many women; and his life falls apart [loses girl, job, can't make car payments...]

-teacher wants student(s) to study harder: student characters flunking classes, get kicked out of school, then kicked out of home, and go to orphanage, and get sick. Kid gets one chance to study and start all over again – if done well their life is better/great [again].

-unsafe driving / person caught driving drunk: character drinks and car crashes, causing *loss of life, or crippling handicaps so player can't 'score as many points to win.

-ADD or ADHD: character who doesn't try to focus has their life fall apart.

BAD GAME VARIATION: Winning points/benefits/'access for bad/rude/unethical/non-peace-promoting ['game] behavior, is covered in this invention, but not assignable for licensing.

TARGET MARKETS / BENEFITS: Any form of behavior modification; Parents/teachers buying for children; Used with 'educational products/services; criminal justice rehabilitation; [drug] addictions; teaches social skills; physical/mental therapy.

'GUIDE CAN BE SUBTLE so player won't easily rebel against a behavior modification/'educational program. EG: villain is smoking, but they don't put too much attention on it.

BROADENING INVENTION:

-[User] tries to 'edit/alter any behavior trait that one or more people/entities wish to positively or negatively instill on any player(s), group(s) [of players], and or 'things.

-Diagram:

--#1: "A" [parent / uip / user] has in mind/'data base concepts/files about [behaviors it wants to effect / 'interact with] = UIP 'database / 'Game functions ['edited as 'designated by UIP] = 'Game 'interactions = Player/Entities.

--#2: When event/situation/scenario "A" is/has occurred [good/bad behavior] = then player can / cannot do "B" [play (aspect) of game.

-Behavior traits [wanted to be modified]: proper manners; tidiness [in bedroom / house / on desk]; doing homework; timeliness ['time date stamp]; proper diction [avoiding crude words]; healthy dieting [nutritionally and caloric]; obeying [house/school/government] rules; exercising [proper style and quantity]; avoiding illegal drugs; associating with good friends/people [based on their uip-'scores interpreted by parent]; anything [typically] interesting to psychologists or juvenile delinquency specialists or parole officers or psychiatric hospitals or medical [physical therapy] specialists.

TAILORED COMMUNICATION

Broad topic with many invention variation spin offs.

Communication is edited to better achieve desired result in recipient.

Images and transmitted messages are automatically tailored to the target person. Applications: 'game 'character 'images and their verbiage generate greater emotional impact in the player are tailored to receiver's tastes; special occasion cards/messages; [calendar controlled] reminders for self and others.

Applications:

-Emailed notes to friends and game playmates: sender asks system to 'edit material from menu choices, eg: "letter to [very intimate] girlfriend" -> adds 'images of flowers and cuddly teddy bear; plus add's sentence "I love you"; offer to swap 'designated keywords such as "I enjoy being with you" to "I love you".

-Special online games: effects tailored to user.

AVATAR 'NOTIFIES USER OF SCORE [without needing digitized numbers]. Facial expression is the score. Avatar: Defined any ['game] 'image of a [character's face]. Character can be ['edited 'image] of any existing person/celebrity [you know].

--Put your photo or favorite image at blogs, forums, on-line games where you post something. Hindu for "incarnation of an immortal being".

. UIP Tailor:

-The avatar 'tailors its image to the 'mood of the user / situation; it's expectations.

. UIP Input:

--UIP 'image 'editor: Each person [based on childhood / culturally bound thought patterns] has [slightly] different 'reactions to the same [Avatar] 'image. Avatar's are tailored to user's UIP-traits.

--UIP Input: User answer's systems' Q&A on user's 'reaction to 'images for their changeable countenance, given facial/human body/*invention features, color, attire effects.

--System 'associates 'scores user gives 'images, with other similar [Avatar] 'images; thereby widening the UIP-Database for 'images.

-Avatar conveys you via Caller ID and related tech communications.

-Avatar conveys to user/its ['associated] owner the quality/'score/anticipated 'mood user will experience when opening/reading/experiencing the digital file the avatar is located at [prior to user (fully) 'accessing].

-File started in the 'artist, 'edit, 'image, etc files. Then altered by Stamos & Kays in 3.06.

-Broadening Invention: Any 'image / form letter, is 'editable and shown for 'designated times and purposes (w5), based on UIP preferences [as in old part files 'Artist, 'Edit, 'UIP].

AUTOMATED TAILORED MESSAGING SYSTEM:

['Game / UIP] Punishment/Reward/Tailored Communicator:

-sender contacts a party [entity sender knows] via [email, call, letter] stating a positive or negative 'tailored message. Or info gets posted on: web, blog, other posting.

--Senders include: 'game player/opponents; 'game [itself] in solitaire games; ['game / employer] 'bosses.

-Type Messages: special occasion/holiday 'tailored to user, eg: recipient who loves puppets and green colors gets a Hanukah card w/ plenty of green and [red] puppets / text with wording to such themes.

-Related to Google.com's system of sending junk email based on key words found in their text?

OTHER:

. This General Part Incorporates: 'Artist & 'Edit, *'Image

TAILOR [GAME]

2G110 [GAME] FUNCTIONS

OVERVIEW: Entity's traits matched by UIP. This offers interesting [game] options: players interface in manner that creates the best desirable experience.

-Similarities between groups of entities are 'scored.

MATCHING BASED ON UIP DATABASE: behavior, past 'scores. Compatibility of entities' traits [by past 'scores, traits].

-audio preferences of users are matched.

HOW MATCHED:

-Players 'routed to type 'games or sections thereof that match their and or other's UIP.

-Multiple Entity Selector: multiple game entities are selected by the potential synergistic qualities for when they 'interact, e.g.: Martha Steward and Donald Trump playing together have more spark than; Former VP Dan Quail, and Bill Gates. Player's UIP also used to select multiple (celebrity entities).

MISCELLANEOUS:

-use handicap functions (golf) that help/restrict abilities.

-Scooping Low – 'Reaction: when Martha fails, Donald's characteristic profile comes in, and he says "you're fired" [this characteristic came from how Donald acted historically on TV].

TAUNTING: Putting entity in awkward situation for [humorous] purposes. UIP of target 'entity shows what type taunting will provoke better response from target/audience, and what weak points to target.

--Historic-'Data Base: Part 1. Martha has history of inviting celebrities to TV and suggesting they do something out of latter's' characteristic profile. Part 2. Donald Trump sensitive about his toupee.

--'Emerging Artificial Intelligent: Match Martha's questioning style; with Don's sensitivity; results in Martha inviting Donald to discuss hair products on her show (with it's additional characteristics).

EGO BOOSTING: opposite of 'Taunting, and 'Scooping Low. Entity presses the happy buttons for other entities and or the player. Or when player succeeds, the manner of praise (verbal) is how player most likes being praised.

GROUPS OF ENTITIES:

-'Scores / [averaged] characteristics given for each team's/gang's member; and for the group overall.

-Environmental effects influenced by single entities, or averages for a group. One or more entities (player, 'boss) can place more weight on averaged 'score.

-Each team's averaged 'scores, 'interact with each others' averaged characteristics, creating a game dynamic.

UIP EMERGE 2G180

WHEN UIP-EMERGE RECEIVES A REQUEST to fill a tailored need; system will go through its database and associated one or more data files that can match the need. It 'seeks needed data to create the 'designated 'reaction like a needed 'invention pulled from our 'database, then 'tailored to further bridge the gap between what's wanted and given.

UIP-EMERGE [can] integrate 'designated data from multiple files. Files include: user 'traits; 'traits of problem being addressed; 'traits of potentially suggested solutions. After pulling up these type files, system 'analyzes/'predicts how different combinations can meet stated goals, with a 'score assigned to each suggestion/invention.

EMERGENCE DRAWS 'associations between available [data] and wanted ['tailored results]. Matches higher 'scores of data files, with desired traits files, then 'guides [user to] suggestions, ideas and or info.
-UIP Input: UIP generates files for what's wanted or needed, then 'seeks & reacts to [any] digitized data representing: facts, theories, laws, 'predictions along with all 'associated info and properties on the real/'game reality.
-Below has other aspects not fully understood by Kays.

'PETER = CENTRAL BRAIN THAT SPINS OFF inventions [it suggests for 'tailored applications]. Hypothesizes Ideas for Inventions, Inventive Functions, Scientific solutions: Formulates/'analyzes [scientific] 'predictions/hypotheses [and designing and running functions/experiments to test/'analyze them]. Can spot patterns in the [uip] 'database not [normally] recognizable/'sensed humans/other systems. Can grasp/'analyze the size and complexity of [one] 'database and 'associate/connects with another ['database, uip-need]. 'Peter 'guides / carries out into 'inventions. Parts: 'analyzer, 'content analyzer, 'predict, 'audio video recognizer, 'analyze so how to better 'tailor.
See "Economist Magazine, March 25, 2006 issue, page 83.

OUR OVERLAPPING PARTS:
'Edit, 'Educate, 'EGH (Educ Gets Harder), 'Guide, 'Interact, 'Predict, 'Seek & React, 'TGH (Therapy Gets Harder), 'UIP-Emergence (2G180), 'UIP Tailor.

[SEMI-RANDOMLY] UIP COMBINES MULTIPLE ELEMENTS (characteristic functions) from its 'database; then 'associates each possible combination's characteristics with the characteristics of the desired result.
-For efficiency, system first 'associates files more likely to achieve desired results. Does this via: Working more with files w/ higher 'scores for being more 'associated with tasks at hand. Many low 'scored combinations, causes UIP-Emerge to 'seek other files.

+ 'PETER (PRODUCES INVENTIONS/IDEAS ON AN AS NEEDED BASIS). 'Emergence can "think outside the box" and suggest/'guide into [intellectual (property) ideas] it might otherwise not suggest, especially if it hasn't seen/stored such an occurrence/suggestion before. 'Peter will suggest inventions applicable to the current need. 'Peter's 'Emergence is another example for the unity of this patent application. [This is a creative 'tailoring of] "Chaos Theory" [bringing science to (disorder)].

-The bigger the ['associated] 'database, the more [idea] combinations possible. Expand range of combinations by getting input from as many sources as possible, eg: 'interacting with other 'databases [designed for (similar) UIPs). Expand 'Knowledge Base

GREY AREAS FOR PROPER BEHAVIOR, and or correct diagnosis [or (partial) lack thereof] 'associate with 'Emerge Analysis Functions 2G180. See: 2G240 Health Education [Game], 2G360 Good Intentions [Game].

-Handling 'Peter's Imperfections: Where 'Peter can suggest great ideas; 'Peter has menu choices for user to perfect the suggested [invention (and how it's operated/programmed)].

JUMBLED DETAILS:

-Ties with artificial intelligence's emergence functions; our 'Peter part.

Jumbled Diagram Expands Invention's Scope:

User = This Invention ~ Computer ~ Analyzer =

-'Access / UIP: elements for [behavior] characteristics [can be like 'game 'agents] given different 'access rights to 'edit/influence how UIP/'Analyzer function

-'Entity / Invention: who/what is created w5

-'Edit / UIP: 'heuristics controls what info is merged/'edited = and then how the results come up [in a 'thing] uip programmed to act

-'Educate / UIP: 'emergence created 'things educate / 'guide 'things [players]

-'Group-'Game: group's identity is created

-'Guide / UIP: 'emergence can be a 'game 'agent / 'entity [agent] 'guiding designated 'thing [by teaching an invention how to 'tailor itself to an [imaginary] entity/need.

-'Intro Sequence: feelings of being in an awesome environment

-More 'Lives: entities with their skills and 'emergence's 'agents, can add/lose 'lives.

-Marketing / UIP: Say, "Use our Emerge Outside The Box ™ functions in your game development."

-'Mood / UIP: excitement is elicited in players [by uip]

-Multi 'Obstacle: [artificial barriers] make arriving at solutions more appreciated

-'Predict / UIP: value of 'emergence's idea/entity/'agent is 'scored, by how it's 'predicted to meet [player's] needs. Examples include: matching players/lovers [per our other/dating invention 'games]; expected 'scores/'lives 'emerged and 'edited entity/'agent may get [vis a vis] the 'scored skill levels of other entities and 'game 'obstacles.

-'PowerUp-'Game: 'power-up via 'emergence

-'Real Time-'Game – Hold From bringing this "real time" aspect to public until maybe mid 1997: brainstorm for real life solutions [to address world problems with polluters, child molesters, wife batters, thievery].
-[Just] playing the game may 'trigger solutions [in the form of 'things that pop up, with uip controlled actions tied to 'guided/suggested solutions.
-system matches [characteristics of] each element comprising [possible] problems and solutions, which are each 'scored for their: relevancy to the issues and the other elements in the list and 'scored for each potential match [functioning somewhat like our other matching related games and software, including 'Peter; and games for Lover Matching, and Player Matching. See all of our invention/creative thinking software/*hardware invention tools, and writings on the socio-psychology of enhancing creative thinking.
-'Stickiness-'Game / UIP: 'scores how each element comprising the 'emerged 'thing is sticky; hence easier to work with for 'interacting with the other elements in main 'thing, or other 'things.

File: Games / Ga 3 / Predict Ga Function

FILE PREDICTION GAME FUNCTION 2G160

PREDICTION GAME: Gain valuable powers predicting how other entities will act. Even predict how others can predict your behaviors, and receive guidance in how to respond before it's too late. A high intelligence function well suited for intelligent players. This patent pending function can be made into games based on the prediction software, or an add on feature in other stand-alone games.

Predicts What Other Entity or Invention Will Do.
-See GPS invention 1G108
-The 'predict function tabulates (much like uip-input and 'analysis) what the focused upon and 'tracked entity is doing. Prediction Game 'seeks and reacts to coincide with target's predicted 'reactions to Predictor's actions/'reactions. Chain continues onward, and can incorporate/'interact with additional elements/actions in future ['order & timing].
-'Boss let's loose [into the game field] its 'things [villains / weird machines] with 'predict functions, empowering his group to fight (villains or good people [player] and player's 'group).
-Villain who can gain 'access to Predictor can alter Predictor as villain [re]programs/hacks it, e.g.: erase the 'predictor function; or have it turn on the 'boss.
-'Boss with the most (UIP) info on other 'things can win, by knowing where to be (w5) (and surprise the villain) and how to act w5.
. UIP-Character: studies others character, and makes past/current/future 'interactions an UIP-Input benefiting: 'boss, player, 'guidance for other [real life educational purposes].

. UIP-Character Lock: punishes opponent when they deviate from behavioral profile (such as via collar/'access)
. UIP-Remind: knows what to remind who ('boss) W5, base on 'predictions. See related GPS invention number beginning with 1G... [maybe 1G108?
. UIP-Guide: how to use 'guide to win via 'predicting
. UIP-Score: probability of designated future action (by opponent).

Exists - TV Show's X-Files: Person could bend back a person's will / will power. Character would ask the other what would happen if villain did "X" [suggesting spiders might come, when other fears spiders].
-
UIP: tailor attacking to opponent's fears/weaknesses.

'Prediction functions/options include: Player can see in future [via selectable window]; telepathy [window]. Pick one of multiple doors/windows.

Parent controls game content via UIP:
-if player in real life smokes pot, 'predictor suggests the kid may grow into worse drugs, hence paint bad pictures about worse drugs, eg: villain/player loses points for having been [semi]-duped into taking hard drugs.

What Players/'Things Can Want 'Predicted:
-is player making action choice based on: what they feel, to help another, or for their [distorted (real life estimate) without 'prediction's help] view on what will happen.
-opponent's future moves / strengths. Based on how opponent's behavior was 'tracked / 'database.
-what is around the corner
-speed of [driving] going [around the corner] without slipping/crashing. The more points, the more powerful, and the more powerful the more points generated....
-ETA: when where how [w5] opponent will arrive / get something [based on trajectory patterns – how fast they've been going so far].
-Likelihood of getting/losing points/lives for yourself/opponent. It 'Guides how to act within this parameter to maximize likely gain.
-Ability to go through/avoid barrier/attack.

How 'Predictions Given/'Notified to Player:
-OSC
-'Game 'Effects: color (red)
-Text / 'Image: exclamation mark [warning]
-vibrates: character, 'thing, ground, obstacle, opponent, joystick
-pause action/movement

-facial expression: pause, shaking head / acting confused; acting lost / puzzled
-environment changes: weather, rain, earthquake, sunny.

How 'Prediction Works:
-'behavior analyzer: 'tracks behavior of entity whose actions are being 'predicted.
-matches characteristics for one or more of following - [leading to 'predicted outcomes]:
--player's goals
--'predictions of opponents actions
--territory, environments, weaponry, items, inventions
-lives, failure rates
-elements of uncertainty – ads normalcy: wanting to or having ability to 'predict [may not exist].
-requires a collar / special powers / agent

Drawings for Prediction Games:
. [Player = UIP [database / info input] / 'Predict = Opponent] -> 'Scoring = Winning Game.
. player = predict = user's input = computer = computer output = prediction occurs / outcome.
. Software to make games include: flash, maya, 3D max, etc!

JUMBLED drawing EXPANDS INVENTION'S SCOPE:
User = This Invention ~ Computer ~ Analyzer [UIP] =
-'Access / UIP: only important elements/news with high 'scores get 'access into 'analyzable 'database for 'predicting/uip
-'Agents-'Game: each 'agent has own 'predictions. Invention can average each 'agent 'predictor [giving more weight to higher 'scored 'agents (based on 'scores from their previous results [that were reality checked])].
-Actual / 'predicted actions by [other] 'agents, influence final 'predictions [given to main player].
-'Behavior Analyzer / UIP: 'scored behavior tabulated for 'predictions.
-'Boss: can carry more weight in 'predicting game/overall results/'reactions
-'Edit / UIP: UIP 'edits 'guided / suggested actions for 'Peter [other player], according to 'predictions for how other 'things will act, and how 'Peter will 'react to that, and how others react to 'Peter's subsequent 'reaction.
Chain continues...
-'Educate / UIP: system 'educates [human] player [showing how it arrived at its 'predictions] [via giving list of 'scored elements/past actions/characteristics used].
-'Effects / UIP: may have less importance in 'prediction calculations
-'Data Base / UIP: 'score success rate for past / future 'predicted Predictions that will/can be made by 'things.
-'Emergence-AI / 'Peter: form of 'predicting

-'Group-'Game: averages 'predicted behaviors for each game member. While allowing [good] entity to single out [isolated hence weaker] members, then 'interact / tackle, based on 'predicting how opponent will act, and 'reaction...

-'Guide / UIP: based on 'predictions

-'Intro Sequence: becomes something of a 'template from which UIP-input starts collecting data. Ground zero [if data from anything before game are excluded]

-More 'lives: 'predict who will get more/less 'lives w5. 'Predict shows how to 'react to 'predictions in changing [otherwise] 'predicted gain/loss of 'lives / abilities.

-'Mood / UIP: factored into 'prediction process.

-Multi 'Obstacle: 'predicting another entity's 'prediction, is a valuable 'prediction [for 'guidance].

-'Order & Timing:

-'Ping-Pong / UIP:

-'Puzzler-'Game: guides player

-'Real Time-'Game:

-'Therapy / UIP:

-UIP-Input:

-'Virtual Reality:

Predicts non-entity and non-invention occurrences, eg: weather, news, intangibles effecting anything [in game / real life].

PUZZLE AND MAZE GUIDES 2G170

Puzzle & Maze Guides

System signals user whether they are getting closer or further from the desired result. Software and hardware puzzles can be any number of dimensions, and be in such forms as Rubik's Cubes. To be more interesting, there can be multiple routes to solving the puzzle or getting through the maze. Short cuts would be identified with a green light; while longer routes can light up yellow; and red lights show dead ends. Once a person has mastered the puzzle or maze, they can play it without the guide. People of all ages learn how to tackle tough puzzles and mazes through sample games, or the actual puzzle or maze they will be replaying later without the guide.

DETAILS:

-The fourth and additional dimensions can be: time slot in which the puzzle piece needs to be moved; player needs to be in a particular 'zone when playing with the puzzle; or when moving specific pieces; instead of

moving a puzzle piece player needs to do something like give an 'access password, jump or ignore and nor respond to something.

-Musical Rubik's Cube: Get into right combination and sounds and or lights as you get warmer (closer to the desired completion) system can give signals if you are getting warmer or colder by sounding/lighting

OTD: "S"; "C"; mp; pp; date; interactive (e.g.: to trigger status display); educ; toy; all; game; entertainment; exercise; portable; bp; sp; osc; egh; score; tgh; md; cart; cp; uip; character.

-Progress Indicator: Any type of puzzle/challenge/game/process in getting feedback (not limited to Rubik's) Get into right combination and sounds and or lights.

-as you get warmer (closer to the desired completion) system can give signals if you are getting warmer or colder by sounding/lighting.

-part of 3CE200 Rubik's Cube Guide and 3CE292 Magical Building Blocks. Copied to those N.

-See 2J02 Game instructor, 3C292 Magical Building Blocks.

. Drawing: U = This N~C~ANALYZER = EDUC [learn how to play the gadget/game; brain exercising] // MULTI-USER [each user has different levels of difficulty, or level at which the 'guide helps them] // nr (notifier) [] // OSC [] // PS-Zone // SCORE [] // SENSOR [what (piece) has been moved] // TDS [] // TRACK [player's movement patterns] // UIP [].

. Other: See 4C141 Game Maze & Puzzle Features. Inventions stems from short description in 4C140

+4C141 Game Maze & Puzzle Features: Players can be 'guided through mazes / *puzzle features, which are only an aspect(s) of the 'game. Examples:

--Maze: player is running after a 'boss. 'Boss knows the maze perfectly, and is further down the maze (sometimes visible to player). Player is handicapped w/ lack of knowing how the maze works. Develop game variations from there.

--Puzzle: need to get 'access by figuring out the puzzle. Have limited time, before the villain will: attack player / villain gets away. see 4C140 Puzzle & Maze Guide.

INTERACTIVE ROLE PLAYING GAMES WITH REAL PEOPLE 2G120

Interactive Role Playing Games With Real People:

Interact with people you know. 'Predict possible outcomes from each type of person-to-person, or player-to-player interaction, in imaginary or real life games. Learn how to solve interpersonal problems in work, family and other social settings. As a result, explore how relationships evolve in the game and real worlds.

DETAILS:

-assign/build character's 'character [choose from menu of role models]. UIP tweaks role models which user/uip select. Tweak selected behavior via: 'agents, 'edit, 'effects, 'guide, and by 'predicting how entity will act.
-entities include: people (boss, family, friends, acquaintances, (near) strangers, prospective (employers, lovers), past/current pets...
-practice user's: social skills; prepare for how to communicate/'interact with their uip-characteristics. Therapy for other issues – see elsewhere.
-each 'entity can show different sides of themselves, which are triggered [by external events or other entities].
-'interact with 'game 'boss, or employer 'boss [from real life]
-'interact with 'groups [game and real life]
-play out different 'moods. See which uip-tailored 'moods [consciously chosen by player] have which 'scored results from 'ping-pong 'interaction.
-discover/'score which characteristics in self/other 'entities are sticky.
-'therapy
-social 'interaction is UIP-Input for player
-upon player taking what they learned from game, into the real world; the 'reactions from other people should be 'scored [by player], to improve invention's UIP for each 'designated [real person] entity in the 'game. Future 'interactions become increasingly more accurate and more UIP-info comes from diverse sources.
-each [real life] player can play same/uip-tailored game [from same 'template]. Then: uip-input improves 'data base; while each player improves skills. 'Sticky 'score / how [each] player's 'scored characteristics are changed/'edited; after they were 'educated by the game's 'interaction. As player[s] evolve, the other players' characteristics can change in accordance; then the ripple effect of this ['order & timing, plus 'seek & react] progresses [into infinity / infinite possibilities based on other elements / real life events (as they come to play)].

FILE REAL TIME DYNAMIC INTERFACE GAMES 2G130
GAME & UIP INVENTION

Real Time Dynamic Interface Games
Interact with facets of the real world. Game mixes reality with fiction. Interact with world leaders to discuss and solve problems; or respond to drops in over priced real estate prices by investing in venture capital funds. Interact with the properties of products from competitors, to come up with better invention ideas. Learn. Solve problems. Have fun. More..!

-Game of life. Based on real life info. Sports players dynamically related.
-"Dynamic" defined: goes in real world; that data shows up in the game, eg: Oil prices effect decisions user wishes to make.
-View clips of what's happening elsewhere: 'visual analyzer's UIP selects 'images/scenes [then 'edits].

-Bridges reality with fantasy/game. Play with real life. In real life there's no 100% guaranteed 'predictions.
-Solve world problems / Play with history (historic 'database) for games:
--Solve DNA research issues (then get award/'access/public recognition). Needed solutions presented to player at level/format they can understand / 'interact with.
-One player's 'score effects another person's 'score. The first person's 'score, makes it harder for next person to win. "Harder" defined: need more points; 'boss is harder to get; character's skills be (less) impaired. UIP changes the characteristics / 'scores of obstacles (objects / villains) to match the 'designated level of ease.
-Feedback from other players: Online game. Your character's ability/score based on the other's input, eg: player that is dog bites you, or creature slows down main player.
-All players can vote ['score] on (all) the other players: 'scoring one or all of their [game functioning behavioral] characteristics. Pick fellow team members [based on their (past performance) 'scores].
-'UIP-Input selects what real time data to use, then 'tailor to users.
-Alter ('edit) Real Life: Real life people / objects / situations become 'entities / other manipulated elements whose characteristics can be altered by: user, UIP, eg: twist Donald Trump's behavior around; exaggerate his villain like traits.
. Representation of real life character (Martha Stewart). Steps: 1. Player asks celebrity question from four multiple choices. 2. Player picks "When will you sell stock in your company." 3. UIP 'analyzes player's behavioral profile for things like: preference for jovial humor versus sarcastic humor. 4. Each player's question has five possible answers, each based on player's characteristics. UIP gives answer whose 'score best matches player's characteristics. 5. Player better enjoys the 'interaction.
--Each celebrity can 'interact with other celebrities and or 'players, and or 'inventions. Secondary celebrities (not picked or controlled by user) are somewhat less controlled by player's UIP, because main celebrity (one picked by user) needs to have their characteristics matched with secondary celebrities characteristics, plus player's characteristics, thereby watering down player's characteristics' influence over 'interactions, to make it more believable.
--Applications: 'educational; 'entertainment.
. Representation of Real Scenario. Invention Start Up Company Game: Player's characteristic, of being more optimistic or pessimistic influences how game evolves (game's logistics / parameters). A pessimist wins by 'predicting a non-success. Pessimist enjoys this because this turns them on more than seeing something actually good happen (as twisted as this may be, it's a common human characteristic). So game's rules change, and it's about winning in a failing co scenario, eg: player gets company assets at low prices before they go bankrupt, and earns a profit by reselling what they got.

Game is like playing: God; salesperson [promoting product]; trying to fight the [political] system.

'Predict real life outcomes with a 'designated chance of occurrence. Either 'predictor gives the chance of occurrence, or player decides the chance. Points won by correctly using the 'predictions.

CONCLUDES FILE REAL TIME DYNAMIC INTERFACE GAMES 2G130

File: Games / Ga 2/ Good Intentions

FILE GOOD INTENTION GAMES 2G360

It's a race to judgment day. Villains usually amass points faster than the good guys, when they pretend to play ethically. Discovering the true intentions of players is key to winning. How does one make tough decisions such as the manner of fighting fire with fire for ethical purposes? The definition of ethics is largely tied to each player's view.

Mind exercising challenges come when players analyze different people's perspectives on what is good behavior. Get points by learning what to expect. Also learn how to make tough decisions, such as how much force should be used, and how, against a villain. Other behavior modification applications teach real life decision-making and consequences to normal children, and even the criminal justice system market.

MORE OVERVIEW: Now vent frustration at being deceived through our videogame invention. 'Score [game] 'entities for their ['predictable] honesty levels, and [be 'guided] to act accordingly. 'Bosses can win early in the 'game, but suffer near completion when 'scored by God character.

UIP-TOPICS USED IN GAME:

--Touch player's emotional buttons. [real life related] issues in 'game 'associate w/ emotionally sensitive or real aspects of player(s)' lives.

--Current [business, political, war, justice system [imprisonment of celebrities], corporate take over, and other news] [of greater interest to player].

-Players can play: the victimized, 'boss, angel, God, 'access guardian/controller of heaven/hell/other worlds [before judgment day]

-Players may not know they're being 'scored for honesty [when playing this optional game function that (randomly plugs into the game)].

WAYS TO WIN [lives/points] or prolong/shorten the game(s):

-being honest, and losing [short term gain] points. The more short term lost, the greater the long term gain [if player gets to judgment day].

-go to heaven

-kiss up to the [devil] while living/wasting in hell [slow point gaining mode]

-'boss accumulates [enough] points from bad behavior in time to avoid judgment day, or to donate [portion of] points won [then gaining heaven access via the faster Rockefeller method].

-Victims encumber, damage and or kill 'boss [and or their full ability to gain points in the [time critical] 'game.
-finished before opponents get needed points [to avoid judgment day and go to hell]. First 'access needed level [of points] brings on judgment day [if they wish, or can forestall until their buddies get needed points before it's 'predicted opponents will.

BLUFFING FOR FUN: Differentiating between another 'entities mistakes and deliberate deception: punishing one making errors hurt both attacker and attacked. Determine mistaken actions of others via: how their errant behavior doesn't match past behavior player observed / [system] 'tracked. However maybe entity is becoming more/less honest – so judging errors isn't full proof [but way of determining if player is changing their [constantly changeable] ethical behavior mode/'scoring system.

BEING GOOD & BAD / COMMITTING GREY BEHAVIOR: By switching modes, and offering false senses of trust in others; player can win more points. Bluffing [adds more/less points] 'associated with good/bad actions that are bluffed.
-Easier to sneak and trick [and steal] when others think you're honest, especially until: they realize your actions, and or can [retool to better] 'react.
-Like [FICA] credit 'scores:[past] bad behavior takes many [more] good points to minimize/*erase history.
-Chances are that ones practicing bad behavior [in general can] have better chances to win; giving enough bad players to make the game work. Victims who lose have 'tailored [A/V] 'effects making them feel better/martyr-like during and near game conclusion; [and they get more starter points next time.]
-Good guy fighting fire with fire: However the [very best chances of winning] come from being a purist, and fighting bad with bad, and fire with fire, while maintaining fine ethical lines [not killing (too many innocent civilians) while abusing enemy stronghold].
-Grey behavior = actions that can be viewed as good or bad, e.g.: kidnapping villain's innocent child, to force villain to do something good; attacking out of rage for there having been poor communication, hence misunderstanding that led to suffering/damage.
--[Good guy] [opponents] with lower intelligence / experience with the game / younger in age so as not to understand fine lines of ethics, [might] have it easier to win points while being good and [during questionable behavior].
--Definition of ethics 'edited for the culturally bound thought patterns of players. So as not to offend, let your imagination run wild in this game.
--Attacking 'entity for committing grey area action [though interpreted as bad by attacker] hurts attacker.
-Grey areas for proper behavior, and or correct diagnosis [or (partial) lack thereof] 'associate with 'Emerge Analysis Functions 2G180. See: 2G240 Health Education [Game].

EDUCATION': Great for juvenile/adult delinquents and criminals! Keeps them active while learning [don't give them other [non 'educational] games. Helps form good behavior/ethics for [everyone] all topics and moral

and spiritual values from the (exists?) "don't' steal from the store" to "learning ways to love others [through spiritual 'guide]"

-Incorporate ['game] features into our 'inventions with optional plug ins into: 'education, 'guide, *'sound analyzer, *'visual analyzer.

--Grey acts - Culturally bound thought pattern aspect: 'predict, 'track, 'tailor [to 'guide user without suggesting bad behavior], what's 'tagged (w5).

JUDGMENT DAY: Talk with God character and receive good/bad points then 'access heaven/hell [like (game) environment]. 'Education:

-[near] perfect 'scores are (im)possible]. Shows ethics has subjective qualities. Negative 'scoring from actions which could be best described as being grey, are filed in separate file [and 'analyzed/'associated/'scored differently].

-'Track and 'analyze honesty of [other ('game) 'entities (via 'associating files for their current/past actions, and what they promised and for what's in the ethical behavior file.

-See: 2G370 [Family / Group] Feud Game. *US Patent Numbers: 6149157 6120028

UIP SUB-PARTS EXEMPLIFIED:

. UIP-Access: good/bad points for heaven/hell; while bad guys [have more ways of attacking good guys or doing bad things to get points], each hit from a good guy brings more good points to the good guy, and more negative points for the bad guy. Start game with [uip-database for player's past honesty level score].

. UIP-Edit: cultural/personal values influencing 'score for good/bad behavior

. UIP-DB: + 'scores for many types of good/bad behavior. Each behavior has 'associated number of good (1 to 100), or bad points.

. UIP-Input +: player's ethical 'scores, views, answers from [psychological] question and answer.

. UIP-Guide +: through deciding on how to act good/bad in grey situations

. UIP-Predict: 'score of another entity's honest intention mode

. UIP-Router: 'routes players to hell/heaven

. UIP-Track: 'scored behaviors from previous scenes / games.

. Broad Issues:

--'Predict, 'Score, 'Educate, 'Access, 'Behavior Analyzer, 'Tag and 'Guide learn to label situations/files with vague [ethical] values [based on player's perspective].

--'Scored 'interactions based on [perceived] honesty levels.

. Replaceable terms/parts:

-Honesty [Level] = [invention/'entity] reliability [based in uip-database of historical info on it and related 'things; integrity; high/low 'score [for actions made] based on 'behavior analyzer. Good intentions.

-'Game = [mock] %real life scenarios [played out]

-'Education = Learn honest behavior; 'Guided into forms of good/bad [social/business/school] behavior; how to 'access success in [life] [via 'designated behaviors].
CONCLUDES GOOD INTENSTIONS FILE
FILE HEALTH GAME

2G240 HEALTH EDUCATION GAME FUNCTIONS
Also 2G250 Agricultural Education Functions. UIP Related.

INTRODUCTION: Revolutionary way players learn to heal themselves through role playing games. Game excitement is generated as it's about the player's real life issues. Also medical practitioners learn how to care for specific symptoms. The similar 2G250 teaches farmers how to care for their crops, in manners similar to caring for oneself through behavior modification.

[HEALTH] GAMES: 'tailored to teach player to improve their health/[(pain) coping] skills by giving them UIP-Characteristics 'associated with [their / common] [medical] concerns. Each player has different types/degrees of a 'designated illness, which is reflected in the game's 'tailoring; hence better teaching users how to monitor/keep/'track good health. Gain and lose points/lives for good behavior.

FUNCTION EXAMPLES:
-Diabetics are limited by sugar intake levels, and must check blood sugar levels accordingly like in real life.
-Dental: certain foods cause greater problems than others; and require more brushing. Failure to brush / eat properly is 'scored.
-Medical students learn how to monitor/'educate their players [patients], and 'scored on health giving/'tracking skills. 'Tailored to medical practitioner's: type education, 'game 'educated skill level.
-'Agent Game: Player is the 'agent/'boss representing the disease/health concern – and win points by provoking bad things in patient(s) / hospitals (management / organizations). Experience how the disease behaves.
-Player Response Requirements Change as [patient's] medical/ability/power change is 'edited: Punishments / Awards: experience worse/better illness /side effects [of improperly administered drugs]; whereby 'tailor 'reacts with changed symptoms and 'associated symptom characteristics user must now 'interact with differently than with earlier symptoms.
-Agility of dangerous acts games: player learns how to go near but not cross the line causing problems. Examples:
--Diet: Need to eat some but not too much [of a type] food [or get malnourished, excess cholesterol... starve, become obese leading to 'associated diseases / loss of 'lives].
-Exercise: People [needing] exercise move up to 'designated/preferred level, then suffer [with heart attack] if there's too little/much. Don't fall [especially for older [ladies] who forgot proper protection/devices/help. Player 'scores how 'entities move properly for their medical condition, or within the parameters of what's considered

healthy [aerobics/yoga] in fit kids/adults. 'Scores: speed, jaggedness of movement, balance, W5 'associated with character's age/medical condition(s).

-Safety Game: characters identify / avoid / remove dangerous matters in their [uip-tailored] environment, e.g.: asbestos, mold, loose electric wires, matters dangerous for [young] children, trip hazards.

-Pain Reduction based on ['tailoring behavioral attitudes about [physical] pain / drugs]. Background on alternative pain treatments see the talented Dr. Rob Woodman in Davis and Sacramento California. DavisPainClinic.com

-Mental Health: 1st: 'behavior analyzer is told via UIP Input what needs healing; or relies on its own 'BA methods. 2nd: it 'tracks then 'analyzes patient's behavior; which is monitored via: what patient inputs, and or whatever [behavioral] data 'BA can get and 'analyze. 3rd: patient's behavior is 'scored; and 'guided accordingly.

--Example: if patient's keywords in their emails show excessive worrying in a stomach ulcer illness, 'BA will 'guide person to: relax, meditate, read 'designated/'edited calming text/poetry/images, and or seek medication. Stomach pain from bad behavior is [exaggerated for effect].

UIP-ACCESS: earn privileges [in real life] as awards, eg: more game time, free time from work/school/hospital. UIP-Edit: player can alter uip of themselves, illness. UIP-Input Analyzer / *Filter.

UIP INFO INPUT:

-medical 'databases for existing medical conditions – features needed: how the condition/patient can be 'tracked over time; how symptoms or lack of show up in [skin color, life energy level, other symptoms [that can trigger 'associated illnesses]; 'associations between age/lifestyle/body response to [im]proper behavior.

-patient's UIP database: what's entered by user/doctor/['game] program [for that situation].

-Rewards/Punishments: getting/losing medical licenses; losing lives

-'Behavior analyzer 'associates/compares player behavior with change in their medical condition(s). Helps show [which aspects of] 'game help/hurt, for improvements in 'game updates.

-game continues from minutes to years [following patient until they're healed].

UIP-GUIDE + HOW TO LIVE/ACT/GET HEALTHIER

. UIP-Q&A for user to learn about best action [whenever in game they wish / need to make a decision] and get 'educated/'guided

. UIP-Predict: chance of getting better/worse based on: disease / behavior / patient's other profiles. Player can try working around/with the 'prediction.

. UIP-Router: player routed to right doctor / 'educational process based on their performance.

. UIP-Track's changes in health, behavior and 'associated factors.

OTHER: Grey areas for proper medical behavior/care, and or correct diagnosis [or (partial) lack thereof] 'associate with 'Emerge Analysis Functions 2G180. See: 2G360 Good Intentions [Game]. US Patents: 6699188, 6458080, 6168563, 5960403, 5901246, 5879163, 5601435, 5596994.

2G250 Farming Education Games – Healthy Agriculture: Organisms with health issues: people, pets, other zoological organisms, and plants [farmers need to raise and fertilize for better 'scored harvesting]. See 2G240. . Adapt: UIP-Access: awarded more farmland, bigger harvest, agriculture method 'guide with more 'educational skills so player can be in better chance to win later. UIP-DB: + agricultural related characteristics. UIP-Q&A. player asks ag questions. UIP-Track: for player's overall 'score.

CONCLUDES FILE HEALTH GAME

FILE SEEK A REACTION GAME 2G330
Invention Category Also Called Part "UIP Seek A Reaction"

UIP knows "what buttons to push in another, to get the desired reaction." In other words: UIP hones in on an entity's or invention's characteristics 'predicted to elicit the 'designated 'reaction. This expands upon the "UIP Seek A Reaction" sub-part.

An 'invention / weapon that taunts UIP-Targeted 'entities/enemies and lures them closer [by to Ratchet. Taunting focuses on UIP-characteristics to get better/stronger 'reactions from [players]. Any entity can have their taunting 'agent uip-target what is to be taunted in another to [get them to move, sleep, fall in love (with you)]. See 2G330

'Reaction Ping Pong: upon "A" triggering a 'reaction in 'entity/'agent "B", it might seek to provoke "A" in tern; then "A" trigger "B" and so forth. Examples: [chemical] chain reaction; domino effect, vicious circle. -Multiple Entities: The intensity/synergies of feelings can increase/decrease down the chain; and lead to causing 'reactions in any number of 'entities, growing or shrinking in number. Any patterns are OK.

How 'Agent "A" gets reaction(s) from 'Entity "B". Forms in which this ['game 'agent / 'UIP Seek A Reaction] functions / gets a 'reaction:
[backhanded] compliment; censure; comeback; dump; mockery; outrage; sarcasm; slap; getting snappy; tease; bother; offend; put down; quiz; rally; scout; tantalize; twitter; annoy confront; distress; disgust; exasperate; needle; nudge; perplex; perturb; pester; plague; pursue; ride; scare; instill a UIP 'designated feeling/'mood/'reaction in desired 'entity or 'thing; arouse; trigger; challenge; electrify; incite; prompt; stir; thrill; waken; whet; advocate; assist; condone; conspire; egg on; encourage; endorse; help; promote (market); urge; stimulate ['entity's creative thinking]; inspire; conspire; allude; collude; cook up; cooperate; devise;

intrigue; combine; show 'associations; hint; fish for; plot; plan; partner; pool resources; show willingness; side with; uphold; unite; maneuver [with 'predictions for how to maneuver w5]; play ['game] with; assessing the other; question; tax; test; try; address; appeal to; ask; ordain; collect.

-'interact / exchange [with synergy]: 'moods, words, 'images, physical actions or movements, more.

Synergy Invention: the sum of the triggering action, and a non-associated reaction made into an associated reaction can be greater than the sum of the parts. This is one of the invention's claims.

EXPANDING SCOPE OF INVENTION –Jumbled Examples Follow:

[Parts Section #1]: U (User of this Invention) = Applicable Functions Of ['Game] ['Agent] [UIP Seek & React] ~ 'C (CPU) =

[Parts Section #2]: ACCESS (Security Control)[user playing with / taunting system is a password] // ARTIST [taunting is an art form (how 'images provoke each other)] // [BEHAVIOR] ANALYZER [best way to provoke] // EDIT [change words/info to (better) provoke] // EDUCATIONAL [prod students] // NOTIFIER [get user's attention by provocation] // PS-ZONE [provocations are activated by what 'zone user's in (w5)] // QUESTIONING [questions to provoke; UIP-Input] // SA ('sound analyzer) or VA ('Visual Analyzer/Sound Recognizer) [what sounds provoke] // SCORE ['predicted level of provocation from a proposed trigger] // SENSOR [uip-input for provocation] // TRACK [past actions of targeted 'entity used by 'behavior analyzer, to conceive/'score good forms of future provocations].

* Sections 1 and 2 interact.

o o

Benefits of "UIP Seek A Reaction":

-'Reactions are UIP-Input [after going to 'behavior analyzer]

-Personalization. UIP-tailoring. System using this function appears more human/natural.

-More exciting ['game] 'interaction, that better triggers real feelings [in player].

-More effective 'education, and 'guidance.

-Mental exercise and 'education for user: increase sense of wit / humor.

-Trigger wide range of feeling, thoughts, and actions, to achieve [about any reasonable] 'designated [humanly possible] 'reaction / 'mood.

-Better form of punishment [in games], and way to keep unwanted 'entities away or from returning.

-Test user's intelligence/humor/behavior on how they 'react [and play "UIP seek & react" ping pong].

-With proper style, system will regionalize itself [adapt to local culturally bound thought patterns (for humor or wittiness)].

-Improves abilities of the following when "UIP Seek & React" is incorporated within: 'Predict, 'Educate, 'Guide, 'Access, 'EGH, 'Entertain, 'Game, 'Interact, 'Mood generation/'editing; 'Notifier; 'OSC [sound 'tailoring].

Examples for "UIP Seek & React": lure, hook, charismatic [charm], put a spell on ['game 'entity], incentive, attraction, camouflage, decoy, invitation, magnet, mousetrap, pull, sweetener, tempt, enchant [magically], bait, press, dangle, trap, tease, seduce [with 'images, 'osc and other senses], 'game [kidnapping/copying] [of (invention/data) (ideas)],

File: Games / Ga 1 / Games From 3-06

FILE GAMES FILE FROM MARCH 2006:

KEY WORDS: Character(s) (of user or acting member in game), characteristics (of person/game character). Behavior(s), behavior profile. Psychology, psychological analysis. Game, video game, computer game, arcade game, gameplaying role playing, roles. Adapt(s) adapting adaptive. Adjust(s) adjusting adjusted. Tailor tailored tailoring learn (from (user)), learns from..., learning, learned behavior.

2G260 FRIENDLY GUARD DROPPING METHODS FOR UIP-INPUT: Get players to reveal their inner selves, they might normally keep hidden; then uip can function better. Methods:
-the uip-input mode is less obvious to the player
-player may think they are being 'analyzed about (staged) X, but are really about Y.
-system's 'responses to users might also deflect from info more sought by UIP
-not designed for fraudulent purposes. Includes all adaptable techniques mental health workers use in real life
. Examples:
-The explorer must choose a path going by either a friend cat or friendly dog, while the bigger picture show a fuzzy or smooth creature guarding the entrance.
---Texture Choice: Player guesses who has the magic ring, and must choose from a fuzzy green character or another the same but is blue green and smooth. One can better test for color or texture preferences, when the next choice is between a fuzzy blue green and smooth green ball.
--Next a magical pet must be selected, and their choice probably shows their cat/dog preference.
--Next that type pet will be given to their main character, while the opponent plays with the other...further enforcing a normalization/culturalization making player more comfortable. People who prefer cats might be neater, and such is one more bit to suggest such is the case for UIP-input and analysis.

2G270 MASTERMINDING EACH OTHER'S UIP:
. Learn ('educate oneself) about another's uip, then: overcome them (control that person/invention); delete (parts of) their UIP files (resulting in party who lost parts of UIP to malfunction/not know which files were deleted hence how to function properly; or like a virus, insert codes to distrupt their UIP and or UIP's results.
. Anti Virus. build (software) defenses against UIP attackers (computer viruses/clever villains): anti (UIP) virus (attacker) software/protection is designed (for specific viruses).

-'Edit can alter UIP programming for oneself/others. 'Edit 'seeks 'designated codes/characteristics (as it scans system), then'reacts by making designated changes (to code or (temporarily) to the UIP's tailoring results).
-Anti-Virus 'analyzes UIP viruses whenever: one of the tailored results changes (as recognized by separate/remote system); other anti-viral programs known, eg: by Microsoft, Norton Utilities.
-Running UIP or our other inventions on Apple or other non MS programs may be more stable; safer against viruses (due to Microsoft's many flaws).
. Knowing another's UIP, lets person/invention better know how with them to: 'interact (to one's advantage); have better (technical) coordination/communication (with less breakdowns/bugs). A UIP can self generate around a (technical/characteristic) flaw in another invention/person. Examples:
--User's cell phone is entering a black hole (see our invention); and as UIP of caller/receiver knows they're entering such a 'zone, a 'reaction is made, eg: plays music nurturing patience; directs cell phone to another frequency/carrier (while in the black hole). Also, each black hole's (unique) characteristics are UIP registered.
--Our pet door invention: when it rains, pet waits longer outside. Pet collar's transmitter emits dampness (cats & dogs don't sweat?). User Information Programming Congruence results when pet collar's uip (showing it was wet so extra door mat cleaning time needed), matches with pet door's uip (make pet

2G280 BIRTHDAY GAME: For example, when your child gets older, she/he can come across a game scene where the boys are celebrating their father's birthday - but this happens only once within a week of his birthday. He wins if he can blow out the candles despite the fact that the "bad guy" is keeping papa from the cake. He has 8 minutes before the candles burn out, and is getting help from him son(s) and wife. Meanwhile an inventor calls the wife and transfers to her the needed magic powers. Happily ever after...

2G290 SPEECH AND SOUND INTERACTIVITY WITH GAMES: Invention to have wireless interactivity and radio interactivity as part of games. For example there are signal controlled games now. How about radio broadcast, speech recognition effects added for random speaking or communication in a field of play for conversational interaction with virtual objects. Interaction could be controlled or left to random, ambient effects.
E.g virtual objects dancing to music, responding to noise; marionette responding to a drum beat, guitar, piano, flute, pipe. A marching band responding to a conductor real or virtual either way.

OTHER 2G300 Can reword this paragraph: Multiple object control. Increasing interactivity and object control by substituting electromechanical controls with wireless voice control channeled to owned or domain of interaction. Say being able to have 10 interactive players and referees in a video Basket ball game instead of one controlled by a joystick. Remote and web-based participation in a game that will otherwise be played in person only.

2G310 CONTROL OTHER PLAYERS THROUGH THEIR HANDLES:

. "Handles" are what players can grab and control in the targeted 'entity.

. Control other 'characters [via their control points which are the [rfid] nodules added to 'character's face/body. By limiting a 'designated facial expression, 'character is prohibited from feeling/thinking [what player 'predicted they might feel/think/do].

-control options: move your own/voodoo's such [related] nodules; dream/think it up [by drawing or selecting from menu [which pop's up based on game/character's 'prediction of what control options might be wanted.

-points in controller/recipient can effect strength of causing / resisting control [for one or more target characters/inventions].

. Control Ping Pong: a tug of war between two/%multiple players and how they control each other [mind/behavior/action] [via 'agents]. 'Agents can 'access/hack into other 'entities [while being hacked into themselves (simultaneously / in limited dimensions of ('zone)).

-try controlling other player's controlling function/'analyzer; so their hacking [into your player] is stopped/hampered/bouncing back [into] hacker.

-goal: get other 'characters to give 'designated player the desired scenario/experience. Maybe 'agents do this when two human players play; with 'agent loyalty alterable [via 'associated hacking]. PVP [Player Verse Player 'games].

-another 'character can be an 'agent to control other characters, acting as [an 'agent].

-Indirect control in PVP: when one player winks, the other player's character's [facial] expression/experience can be associated, eg: feel/show passionate feelings [and act accordingly (without player [full] control).

-'Balancing between forces of multiple players possible, eg: equal power pushes to the middle, and 66% push from one side, and 33% on the other results in latter losing the amount/length of [half the forward/controlling/power of 66% force 'entity].

2G350 PLAY & LEARN FROM CELEBRITIES & HISTORIC FIGURES: Education': interact' with historic figures. Chuckle a bit. Interactive Software offers deceased person's or pet's past personality onto the system.

-Possible TM: Interact with History; Séance Software.

-User questions invention as to how the 'entity [deceased relative / celebrity] would answer. User 'interacts with [historic/fictional] ['game] 'entity based on each's UIP-traits.

--UIP Info Input from: historical 'databases; what somebody entered as to likely actions/'reactions of who the character is portraying.

.--User questions sys -> c sys (system) "analyzes" all the 1000+ questions and answers in its db ('database) on deceased party's feelings / opinions / commands / requests / beliefs / etc -> U feels a little more at home by semi "interacting" w (with) dead person's past (multiple choice) statements/answers.

--utilizes authoring language software, and other interactive computer based training sw.

--System 'tailors its response to U's situation (feelings, parental / guidance needs, etc). This is an example of Double UIP or Interactive UIP, in that sys and U both tailor themselves to each other.

-US Patent 5357427 Remote monitoring of high-risk patients using artificial intelligence: Questions to patient are = chosen using AI ("analyzer", "uip") = based on the patient's response...
-remove file / data from c based on its low "score": create less clutter (for uip-"analyzer" to function, let programmer better see essentials (for modification)).

FAMILY FEUD GAMES 2G370: See 2G360 Good Intentions

File GA Other
Game, UIP Related, Etc

GAME REPLAY: replay the game you/other player made. UIP can present the more important ['score getting] situations. UIP can utilize game reply info. 'Track.

FOR DOLBY:
-encoding [if there are two sound like signals simultaneously], and the 2nd isn't compatible with the first, the first is altered to be compatible to the 2nd.
--converting tape to digital is encoding.

UIP is User definable preferences of AI.

OTHER:
. Overlapping Parts:
'Edit, 'Educate, 'EGH (Educ Gets Harder), 'Guide, 'Interact, 'Predict, 'Seek & React, 'TGH (Therapy Gets Harder), 'UIP-Emergence (2G180), 'UIP Tailor.

FILE 2G200 * These Games Conceived Mostly Before Year 2000

* 4A460 GAME BY MODEM: interact with each other. User's machine has coupler allowing receipt of messages for game when sender presses right button.

* 5A830 SHOWS the additional points ('score) needed to win 'game
-simultaneously showing the number of minutes left in game (or number of predicted time left based on rate of performance).

A2-470 ELECTRONIC PLAYGROUND GAME: applies to games and was expanded in 5E020.

A2-480 GAME BOARD(S): its printout attached to board (by clips etc) and it produces paper game board pieces u attaches to heavier objects. Choose game u want, eg: monopoly, your own game you have programmed, or purchased and inserted into m. Can alter rules. Mix w (with) Electronic Playground Game #47. TD: sw C ('computer) e hh tt bp ep med w2 cons kids adult fun mood ll pp mp exc

A2-560 ASPECTS OF GAME: mi all other G described earlier and later according to whether its rl o nrl.
1] Shoe Map G: mi 55 Shoe Map. rl. follow other's scent by picking up only where they have been w (with) set time/distance delay created by follower's product. Incorporate aspect into more complex G.
2] Reverse tape/microchip order of foreign & your language & their dialects. Guess which language. rl. Can also be played forward.
3] Destroyer creates paths of destruction. With or without foe which rebuilds/builds/fights destroyer. nrl.

A6-03 EASTER GAME: When user finds one piece and presses charm's sound button, the first's sound activates the next charm (which receives the first's sound) should make a sound, person finds next piece and goes to following piece in complete circle until all found.
o some may have thick safe short thumbtack type nail that can be secured into bark of tree
o use in games for detective, finding and chasing person who purposely leaves cues behind
-Option: For waking up - run all around the house in am (faster person get up the fewer alarms they have to deactivate).
-related US patent 4936185

A8-16 CHARMS BEAN BAG GAME: throw small hand size bag to each other. Attached to one side of skin is cap and beneath a sturdy control onto which users can input something.

A8-16A CHARMS MAIL MAN GAME: each player keys in short sentence (limited to 12 words), then passes to next person which only sees last sentence from which they make alteration. At end of round(s) the charm can go back to the last 15 sentences keyed in and show the progression of change.
-"Hints" given to players via: See 2J02 Game instructor

GAME PSYCHOLOGY: Limit number of words to ease keying in function, re-reading sentences later. Maximize number sentences in memory to induce frequent switching of modes from keying in process to sharing and laughter!

6B460 WAIT FUNCTION: key in the amount of time you anticipate having to wait. The game and rules are altered accordingly. Eg: U has incoming T ('tel) call. During pause, u might be unable to view s (giving him time advantage).

6B610 KARAOKE GAMBLING: pay to play, win drinks, food(s), other prizes. Judging done by: karaoke; vote of patrons; employee(s) of organization running karaoke; random chance
-guess the name of the drink, small or regular size servings
-best singer and or musician (normally using synthesizers)
-best acting: karaoke can ask people to personify a famous person(s)
-bingo; lottery; jackpot machines; any common gambling or non-gambling game which has objective of winning guessing name of drink (might cost a little) while it gives a purpose to drink too - getting people drunk)

6B960 PASS ALONG: start a story and pass along the item to next person who continues story. At the end, after going for example one or more times around the circle, people can listen to final story
-also makes sounds, or music and pass along, or start ideas for inventions, and pass along
-UP time limit for speaking per person to reduce excess time required listening to unimportant thoughts

8B300 THINK: Use learned information to progress in game. Game may or may not educate user about facts, skills, etc before starting. This type function may be a part of or main feature of games. Questions or prompts might be answered or responded to via multiple choice, or selection via a mouse or finger touch screen
Samples:
-impress the wizard, king, master, teacher, and person with information so as to: gain their favor, gain entry, get them to be your ally, etc
-gain access through door or gate by answering question correctly. -skills: learning how to talk with people and get them to like you (eg: how will you respond or act - great for teaching people social skills);
-learn laws: each action can result in breaking of law with improper action. Game has laws for part of real world, or its own rules - teaching people the thought pattern of operating within a legal structure. Eg: you are driving around a 90 degree corner, your display ("S") shows your km/hour and you wish to be the first person to finish a race, but you will be stopped by police if you go over 60 km/hr - this causes your delay
-tm: Doctor: operate on people, animals, plants. Discover or receive information on problems they have, then do surgery or prescribe medicine. A fun challenge!
-what to do and not to do in certain situations, eg: entertaining friends, or family, or business in your or specific other culture.
-See 2J02 Game instructor

1C-020-083003 SHADOW IMAGES: Project shadows onto wall making them into interesting artistic forms; play the game guessing what the shadow is.
1. guess what they are
2. merge shadows creating new possibilities
3. make a game of it, the one who guesses correctly gets a point. Plus it will be interesting to discover what the shadows are if not guessed.

4. play from bed, etc.

5. turn off lights and view from walls, or play on a CRT

-Footnotes: remote ("R"); display ("S"); c; pp; mp; uk; mouse; interactive; toy; all; game; entertainment; printer; bp; osc; score; cart; air pad. "Hints": See 2J02 Game instructor. Shadows / silhouettes shown on "Screen" too.

#<2, 2or3, 3 SW ('software) version> #<4 mech ver $> #<1, MK: rubrics still being marketed?>

3C200 SOFTWARE GUIDE: [Former title: Rubics Cube Guide]: When playing a game of skill w (with) one person, sys tells u if they are making progress or not.

-# = rubics sw/hw N (invention) only shown.

o Examples:

-Rubics cube software: shows # of steps needed to complete task. If # of steps increases after last step, u can back track to previous position.

-Chess: shows number of steps u and or opponent has to possible checkmate.

.--Sys vaguely gauges: level of each player / likelihood of human player(s) to make particular moves in isolated situations (based on uip for thousands of past players in database) / foresees possible moves / other aspects in computer software intelligence.

-"S" on one of the cubes shows the number of additional steps needed to complete puzzle. Acts as a guide in helping user know which move is better.

+-verbally told the SW ('software) version exists, but maybe without the instructional mode which may be patentable.

-Tells you the number of steps remaining to a corrected rubics cube. This number resembles the shortest number of steps possible. If a change is made by user the number can increase or decrease; if number is much bigger, user might avoid that step.

-other versions on software only: and can have interesting graphics possibilities, eg: putting 100 circles in right order; jig saw puzzle; staking items into 8 columns; etc.

-may also "notify" score, eg: (via sounds, lights code combinations)

*-applies to most other electronic versions of games with one player who controls all moves

2D-220 GUESS THE SOUND: Common sounds are synthesized, making them harder and harder to guess what they are. Moved to music folder in 1.06.

2D-221 GUESS THE _____ GAME: Similar to 2D-220. Game lets players guess what one or more of the following stimuli are (when given consecutively): images (sillouhette, outlines, color (combinations)); sounds; *vibrations; osc's words spoken; written text; circumstances: historical, other environmental clues; etc (2D-240, 2D-250). See 2J02 Game instructor

2D-240 GUESS THE ITEM GAME: Use microscope to guess what item you are looking at. The samples can be so small and kept in cover so user can best guess by viewing via microscope. Gets kids very curious about science.

-accompanying information displayed electronically or by manual can explain what they looked at, with details explaining why what they saw looked the way it did....

-2D-220. see "Visual Analyzer".

OTD (Other Technical Details) 1: the definition of game is more advanced than commonly supposed in society; pp & mp game's rules, scoring systems, score; uk; interactive; %exercise; %portable; cart (for more than one game playable - software); cc*: uip (game difficulty level adjusts to u's ability (tgh)). Rules of game alterable by u via: cart, pr, %uip, +"entertain", +"Edit".

-D: U (player) = [portable r unit]~c = (U (player(s)))

-See "Brain": sys' part adapts according to circumstances.

-Sub-Parts: Game-Video; Game-Outdoors: parts communicate via wireless to = main c.

%-"Router": locates then= retrieves needed data= for "game". Player(s) may need special data / role playing "game" skills.

-A code (access, el `water mark') encoded in sw/data* limits how sys (system) / program can be: utilized (to operate device) / "edited" / copied. See: "Access", "Edit".

-OTD Drawing: U (game player) = This N (invention) Sys (game) ~ C =

ARTIST (u pr (program) type images / visual effects desired for game as seen on S); %BA (behavior of U determined, so sys can better UIP-Tailor how game revolves around player, eg: tgh); BRAIN ; CART (game cartridges - different cart has different games that can be played); EDIT (guardian can cut out certain features of game, eg: words / images (visual analyzer) / certain games (on cart / on-line / via broadcast) all together); EDUC (U learns skill(s) while "interacting" w sys); K ; M (down load additional games); MO ; MOUSE ; MULTI-USER (each player's different previous "scores" remembered and hence the tgh mode differs per player; differing "edit" for each player); nr (notifier) (u told when they lose or win game, or told their current "score" or "status" (physical position w/in game scene)); +OSC ; +PR (player changes roles played by characters, changes rules, player can design (nearly) new games (via usage of authoring language SW ('software) for game (prototypes))); +%PS-Zone (mainly for WA version of N, or the PS-Zone applies to the R ('remote control) portion of N (invention) sys; player's physical location: needs to be changed for u to more effectively win game (playing his role in game), player can pivot while keeping their legs stable (in wide angle), u sits, but their position changes a little as they twist their waist, or move the portable device (game piece) with their hands/arms; fine tuning of location helpful, eg: via non current GPS); Q ; +R ; ROUTER ; SCORE (points player won, and compares player with other players (via "multi-user"); %SENSOR (sensor="analyzer"=effects how game is played, eg: motion sensor is needed if u is to respond to game situation, or hand's chemistry/electrical energy (from human body) effects game's reaction (u must be relaxed or u loses points)); SOUND ANALYZER ; SPEECH (player can respond to / control elements of game via speaking); STATUS ;

SYNTH (u's status in game effects SYNTH used by osc); + TILT (joy stick functions); UIP (uip-tailor, tgh); UQ ; VISUAL ANALYZER ; +VR ; +WA (VR, walkman type, game played (only on): audio mode - u hears game's actions & u responds via sound (and or K ('keyboard) pressing too); u still able to be semi aware of their real life surroundings (versus (VR))).

-"Billing"

. El (electronic) meeting place: Improvement on US Pat 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" =
ACCESS (needed for each participant (u) to join) // ANALYZER (how / W5 (what, where, when, why and how) sys (system) functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u) // NR (when u is asked to respond or should notice designated occurrence(s)) // OSC (verbal communication) // PR (how each u "interacts" w/ each other / sys) // Q (answered differently according to u) // R (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (u) the sending / receiving u are / w5 of situation) // SCORE (of each u) // STATUS (of: each u / their actions) // TDS // T (how each u "interacts" w: other u / m) // TRACK (progress/changes of each u) // [UIP / "Multi-user" = (each u = experiences / handles sys differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "Educ": each u = "interacts" = learns from or teaches other = u (in different manner = uip) // "cart" // "M".

. US Patent 5368308: Stream of recorded sounds broken into segments then re-ordered ['order & timing], pat has it as game too = "game": with other possibilities: guess which button has which sounds ordered in which manner; create sound combinations different from those heard before by designated factors of difference (same sound segments but only 1/10 moved to another order)

-% Pat search str: game* and (electr* or batter*) not (video* or chess or pinball* or (board adj game*))

* US Pat 5486122 Autonomous wearable computing device and method of artistic expression using "game": Educational devices using process-oriented educational methods are disclosed to prepare children for keyboarding. The device include sets of gloves and indicia applied to fingers of gloves to provide pictorial representations of the keyboard.

. BENEFITS IN PLAYING 'GAME: "Education": learn (real life) skills applicable to "designated" functions. Important for patentability. Examples:

--how to hunt, fish, or hike w/ minimal mishap or to gain: food, or point of destination.

--building one's personality: strength, endurance, ability to maneuver in real life, business skills, negotiating, battle (boxing, martial arts); (competitive) sports.

--learning how to use (KN) system / SW ('software) / tools.

--the practice that comes from game playing teaches on many levels: intuition; subconsciously dictated behavioral patterns; automatic responses

.-misc: "image" generation; gambling to win: money, points, another free game; "entertain".

. UIP: sys (system) better understands player's personality, and adjusts accordingly. Examples: sw (tutorials); how (KN) presents information, options, functions; learn a skill such as how to use a product= then u not only knows how better to use the product, but product's uip better tailors itself to= u: u = learns skill / uip learns to tailor to u = improved interfacing between u and KN.

-Following needs creative thinking: Player's behavior serve benefits, eg: ba, uip, access, Educ, egh, increases u's creativity (see creativity enhancement methods).

D: C ('computer) = "scores" = user: as u gets closer or farther from winning.

-player(s) = "interact" in "entertainment" mode / play = "game" ~ C = game movement "analyzer" / player's move(s) "scored" = "guide" suggests / predicts the moves / future moves of opponent.

. Patent search str:

-chess. Or: chess and (software* or computer* instruct* or teach* or show* or improv*).

--US Patents: 4098106; 4492581; 4515371+ - displays correct move after "designated" number of incorrect move by player.

-(game or gaming) and (instruct* or teach*) and (software* or computer* or electr*)

--US Patents: 5035625 3866338; 5497999; 4228596; 4289313 4416454 4611996 4421487 5169319 4122952 4990093.

-((player* or opponent* or user*) near/5 (behavior*) and game* and (computer* or software* or electr*).

.--US Patents: 4569526 4666160 498003 498002 4518267 4494202

-'R = "tilt"; remote control; joy stick; "clapping"; laser gun; (3-D / remote control) "mouse"

. Read Later Drawing: U = This N (invention) sys (system) (Sound Game / "Educator") ~ C = ACCESS (determine the nature of sound correctly to gain access) // *MULTI-USER // OSC // pr (program) // PS-Zone (different sounds heard / generated by zone) // R ('remote control) // **ROUTER // SCORE (level of user's correct responses) // SEEKS & REACTS (to sounds) // SENSOR (mic/other sensors "seek" the type of nature of occurrence= so u can better determine W5 of occurrence (then "react")) // SOUND ANALYZER // *TDS (when sounds / events occurred) // T // TRACKS (sounds) // UIP-DB (of sounds) // *VISUAL ANALYZER (helps determine nature of occurrence for: clues).

. APPLICATIONS (OF "EDUCATIONAL" BENEFIT):

-Learn new sounds: "Educates" user into what items sound like. -Malfunctions: U learning what malfunctioning sounds are associated w= which problem. 4C150 Improved Defective Sound Analyzer.

-Nature walk: match organism sounds; guess size of moving water and or its distance, or height of water falls. Speed / type / rate of water for weather: rain, wind, tornado. Type animal (even whose pet); type mating call (if male or female) or other animal communication and what it means.

-City walk: number of vehicles; height listener is in skyscraper from city noises.

-Emergency responses: what type sounds are associated w (with) what problems= and how u should respond.

-Guess the product: type vehicle and make. Sounds emitted by tinkering with the product by: dropping, banging, taking apart, recombining into new products. Guess which parts (with W5 (what, where, when, why and how) they are used).

-Who is it: Type "Character" / Actor speaking. Good for movie buffs.

--Friends can disguise their voices (via "synth")= requiring other players to guess. Players can speak out clues for other aspects of "game" too.

-"Portable" system is allowed to guess the type sounds, via its "sound analyzer". See: "SA".

-Guess the type "mood" / behavior (type) of speaker. See: 5A880 Voice Analyzer. 6B830 Voice Analyzer. 1C300 Voice Analyzer

MISC: * UIP Game Effect "Editor": U is requested to experience different effects like sounds and type images. The U's response is "scored" and intern the game's effects are tailored to get a more desirable response from the players. Each game's aspects has multiple "editable" choices, and sys (system) utilizes those best matching player's preferences. This sub-section copied to UIP. "Access" = "BA": Limit opponent's abilities by restricting those wo correct (behavioral) access parameters. Your players (and team players) who know the "designated" behaviors have easier access. Players can design own "Access = BA" passwords.
CONCLUDES FILE 2G200 *

FILE: INVENTION GA

REAL LIFE INVENTION INTERACTION GAMES

INTRODUCTION: 'Game related inventions. May apply to real life where technology is available to achieve the desired aims, and or game reality. Some Definitions – Expanded In Actual Examples:

MAGICAL INVENTION GAME FUNCTIONS
ONE OR MORE ASPECTS INTEGRATED INTO A GAME:
(PET) DOOR INVENTION (ACCESS)

. Dance to open door. Player seeking 'access must dance/move in 'designated and 'tracked pattern, in front of or in a 'zone (near the) magical door, to open it (get self or others in/out). Can surpass passwords, and is harder to jot down and fraudulently copy. Watchers might not even know this method is being done. Details in 'Access part. A player's simple wish may entail the previous paragraph. Or the winner gets/grabs the invention with the signals representing the required 'access movements.

--Player's uip for (typical) characteristic body movements (fast, jagged, hunched) can (be enough to get 'access) / allow motion 'sensor's 'analyzer to allow movement variances within the uip characteristics of the player.

--The password of correct "motion" can be replaced with any means of gaining 'access as explained in the 'access file, eg: speech, drawing 'images, (variable) speed – tempo –rhythm of typing (pw)/moving/speaking/breathing...

. Any other means of 'access can open door, eg: facial/hand 'image recognition. (Only) the user with the live hand/face gains access – something that (can't be lost) be effected by 'access' malfunction (caused by villain (virus)).

PLAY LAND TOUR – (G101 PS ('positioning system) Reminder):

-Player is 'guided (via GPS) towards points of 'entertainment/'education/user's interest. Each player's uip creates a different tour guide. Maximize your pleasure.

-Know which invention to buy where and when. UIP of both the (master) invention and player communicate so (slave) invention is customized for player(s).

OCEAN RESCUE: 2G210 Water Current Notifier. User's 'analyzing invention recognizes when they, or the person they need to rescue is (unknowingly) caught in an (ocean) water current. Others without the device don't recognize the issue, so empowering one with the invention.

-the object/person in the current can be 'tracked. So a treasure can be put to current, and hidden from villain; and should villain try catching the (decoy) invention, then villain (unknowingly) gets caught in current (and can't come back to fight/win the game).

+ DISTANCER INVENTIONS (Changes In Proximity). See G102, PS-Zone files.

FLAKY PERSON 'GUIDE: 2G220 Punishes and rewards people, based on how much they (don't) deviate from the 'designated behavior (as on UIP). Behaviors 'tracked and 'analyzed include:

-being/doing at set 'zone (w5).

-(long) (invisible) leash which emanates good/bad signals ('remotely) to person's (collar/device on their person (touching their skin)).

LOCATION/MODE BASED COMMUNICATOR: 2G230

-speak in new languages based on 'zone user is in. Get to 'designated/home zones and opponents can't understand/intercept communication/sharing info/strategies between group members.

-speaking right language can be 'access for that 'zone.

2G240 DIMENSION CHANGE ADJUSTER. First through three or more dimensions 'edited for player's [uip]. See 5J07

2G250 EXTEND 'GAMES INTO NEW 'ZONES [without direct GPS connection]. (GPS Extender G115). For Player Vers Player games, etc.

File: Games / Game*
GAMES *

See our many game inventions.
Objective of game is to: win [points], take part in a challenge, practice an activity, or only interesting experiences. A broad definition of game playing is used. See huge Game files.
. Examples: 'interactive functions can be challenging, rewarding, and 'educational. Limited non-electronic/software driven game functions apply.
. Program product's functions to make them more of a 'game for user. Eg ability to design: rules; functions of game; multimedia interfacing [can all be 'tailored to player's 'entertainment preferences].
-Player changes roles played by characters, changes rules, player/UIP can design (nearly) new games (via usage of authoring language sw for game (prototypes)).
-General: Hobby. Courage. Adjust to [other 'entity's needs, rules, 'predicted outcomes]. Gamble. Brave. Collusion. Conspiracy.
-Game difficulty 'tailored to player's skills/'score.
-Gaming includes: competition, tournament, [multiple] rounds
. Broad Types Of Ethical Games:
-Strategy / 'Entertainment: [user invoked / 'guided] design, joke, prank, scheme, 'order & timing of [thought out] stratagems, ethical bait-and-switch to beat opponent / 'boss. Win by 'predicting better stratagems. Recognize & take opportunities ['sound recognizer, 'visual recognizer]
-Waiting games: cat-and-mouse, lying low, wait-and-see-attitude
-Non-Traditional [Game] Features For Our Inventions: Jazzing up interactive features of applicable inventions via: [mental] recreation, adventure, amusement, play, festivity, merrymaking, follow-the-leader [who could be the game/its character/'entity/'guide], fun, 'entertainment.

LESS IMPORTANT SECTION MAYBE:

OTD 1: the definition of game is more advanced than commonly supposed in society; pp & mp game's rules, scoring systems, score; uk; interactive; %exercise; %portable; cart (for more than one game playable - software); cc*: uip (game difficulty level adjusts to u's ability (tgh)). Rules of game alterable by u via: cart, pr, %uip, +"entertain", +"Edit".
-D: U (player) = [portable r unit]~c = (U (player(s)))
-See "Brain": sys' part adapts according to circumstances.

-Sub-Parts: Game-Video; Game-Outdoors: parts communicate via wireless to = main c.
%-"Router": locates then= retrieves needed data= for "game". Player(s) may need special data / role playing "game" skills.
-A code (access, el `water mark') encoded in sw/data* limits how sys / program can be: utilized (to operate device) / "edited" / copied. See: "Access", "Edit".
-OTD D: U (game player) = This N Sys (game) ~ C =

ARTIST (u pr type images / visual effects desired for game as seen on S); %BA (behavior of U determined, so sys can better UIP-Tailor how game revolves around player, eg: tgh); BRAIN (); CART (game cartridges - different cart has different games that can be played); EDIT (guardian can cut out certain features of game, eg: words / images (visual analyzer) / certain games (on cart / on-line / via broadcast) all together); EDUC (U learns skill(s) while "interacting" w sys); K (); M (down load additional games); MO (); MOUSE (); MULTI-USER (each player's different previous "scores" remembered and hence the tgh mode differs per player; differing "edit" for each player); NR (u told when they lose or win game, or told their current "score" or "status" (physical position w/in game scene)); +OSC (); +PR (player changes roles played by characters, changes rules, player can design (nearly) new games (via usage of authoring language sw for game (prototypes))); +%PS-Zone (mainly for WA version of N, or the PS-Zone applies to the R portion of N sys; player's physical location: needs to be changed for u to more effectively win game (playing his role in game), player can pivot while keeping their legs stable (in wide angle), u sits, but their position changes a little as they twist their waist, or move the portable device (game piece) with their hands/arms; fine tuning of location helpful, eg: via non current GPS); Q (); +R (); ROUTER (); SCORE (points player won, and compares player with other players (via "multi-user"); %SENSOR (sensor="analyzer"=effects how game is played, eg: motion sensor is needed if u is to respond to game situation, or hand's chemistry/electrical energy (from human body) effects game's reaction (u must be relaxed or u loses points)); SOUND ANALYZER (); SPEECH (player can respond to / control elements of game via speaking); STATUS (); SYNTH (u's status in game effects synth used by osc); + TILT (joy stick functions); UIP (uip-tailor, tgh); UQ (); VISUAL ANALYZER (); +VR (); +WA (VR, walkman type, game played (only on): audio mode - u hears game's actions & u responds via sound (and or k pressing too); u still able to be semi aware of their real life surroundings (versus (vr))).
-"Billing".
-El meeting place: Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" =
ACCESS (needed for each participant (u) to join) // ANALYZER (how / w5 sys functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u) // NR (when u is asked to respond or should notice designated occurrence(s)) // OSC (verbal communication) // PR (how each u "interacts" w/ each other / sys) // Q (answered differently according to u) // R (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (u) the sending / receiving u are / w5 of situation) // SCORE (of each u) // STATUS (of: each u / their

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File: Parts/UIP Sub-Parts Ga

ADAPT GAME RELATED FEATURES:

User Information Programming exemplified in Video Game applications. UIP is fuzzy logic which automatically tailors software driven functions, for designated purposes. See UIP details in other files.

Game Terms

Character:

-Personality / Personality profile. 'Behavior analyzer also defines character.

-Confusingly, in past this might also (but much less often) mean 'image of creature on video screen. Now it's called "Entity".

Entity: The player's creatures, or other creatures in the game. Includes: heroes, villains, and gangs of creatures with shared identities.

Thing: Entity and or invention that has some characteristics.

Parts & Functions

General Over Views of how UIP 'interacts with 'Games:

-UIP is User definable preferences of AI.

-Input: Any digitizable / 'scorable [game] event/element is 'tailorable.
-Output: any potential 'effect can 'edited as 'designated [within programmable parameters].
-It's the learning and autonomous adaptation to players.

UIP-Game-Access:
-'Access offered to players showing correct behavior / password.
-Entities developing correct behavior/character gain access.
-Age of player matched rating of 'game / 'entertainment. Membership based.
-Better 'game 'score / skill / level / particular life level gives greater/longer 'access [periods]. Greater 'access gives ability to get greater 'scores, in tern further enabling better 'access – snow ball effect.
-UIP controls which related game windows for which access is available. PS: can 'interact in/from 'designated areas. Certain 'zones give differential powers/limitations [to entities]. System knows/'tracks what you like based on what you did/want w5 for UIP-Input – set preferences for any UIP-Inputting. Use [blue tooth / wifi / tel] there to play – PS triggers possibility of connecting.
-new 'access [windows] into additional/alternative/'edited games accessible to players with 'designated 'scores/'uip profiles.

UIP-Game-Analyzer: Fuzzy logic.
-System self 'analyzes for the level UIP has deviated from the template form – for user and or clients and or other entities. Degree of UIP can be a handicap or power booster, e.g.: punish self a bit by having UIP to win.
-Computer cookies: any kind of data is fair game for UIP.

UIP Associative Memories: Associative memories work by recalling information in response to an information cue. Associative memories can be auto-associative,or hetero-associative. Auto-associative memories recall the same information that is used as a cue, which can be useful to complete a partial pattern. Hetero-associative memories are useful as a memory. Human long-term memory is thought to be associative because of the way in which one thought retrieved from it leads to another. When we want to store a new item of information in our long term memory it typically takes us 8 seconds to store an item that can't be associated with a pre-stored item, but only one or two seconds, if there is an existed information structure with which to associate the new item.

UIP-Audio:
-Any digitizable situation has corresponding tailored audio component. Certain info/actions/colors cause UIP-Audio's OSC to 'react.
. Modes:
-Minor chords (often) elicit feelings of: sorrow, anger, and dark
-Major chords (often) elicit feelings of: upbeat, powerful, bright, energetic
-Base – Low/High Frequency

For hearing impaired: make into deeper sounds [base]
-Talk in 'tailored [sound type] fashion. See our dialect converter invention in folder 1G.
-UIP-Input: 'audio recognizer: recognizes/commanded by speech commands from 'speakers.
-Slow/Speed/'edit speech/sounds for listeners [needing help to better understand / to better enjoy music].
-Voice/sound of entities and inventions are tailored. [Based on personality characteristics; be more frantic when [getting] nearer – entity's voice changes by changing proximity [to any 'designated 'thing].
-Function speaks out words in player's voice at designated times: Audio Capture / 'microphone: when player loses game [move] and says an 'associated (Artificial Intelligence) word, eg: the word "funk" or other sound. System starts 'microphone recording just before a positive/negative action game 'predicts, before player realizes their action/'reaction (reactive feeling) [triggers their losing point].

UIP-Color: Modes: Green & Blue (often) elicit feelings of: calm. Red, Yellow, Orange: intense, energy. Black: power, control. White: open-ness, purity, honesty, clarity.
. Game Lighting: gives 3D. UIP impacts game lighting – higher the level of 'entity the higher/lower the lighting/color (intensity) in hallo effect / entire screen, etc.
-Environmental effects where player [is] is tailored to the situation/'game.

UIP-Game-Behavior Analyzer: Analyzes behavior / functions of entities and inventions. Develops an informational database of those characteristics, with associated files on how they're interpreted, and can be 'reacted to depending what tailoring is needed in what's studied, or the entity/object than will 'interact with the studied thing.

UIP-Game-Character Lock: Lockable defined: Neither UIP or anything else can (normally) change the character / functional characteristics / system / program. See UIP-Game-Stickiness.
-Player's personality profile is lockable against: hackers, tampering.
-Player's actions are restricted to given ranges. Eg: they can only jump so high, and stoop so low, be so fast/slow, smart, nimble, agile, combative, (sexually) appealing (and attracting loving advances).

UIP-Game-Distancer: 'Seeks & Reacts in UIP fashion to situations when two or more things are in/out of 'designated distance 'zones of each other.

UIP-Game-Edit:
-'Edit / alter any portion of the game: character of game creature; uip; look and feel of game [to accomplish designated uip's need].
-Tailored Paste Toggling: When (cutting &) pasting / moving any info / object / entity; UIP will alter the characteristics of what is (being) moved. Examples:

--Player picks up a circle, then it gets altered into a green bubble protector keeping away 'designated entities.
--Synthesizing music (selected by player).

UIP-Game-Educate:
-when (a) game purpose is to learn.
-train/'guide people to like/dislike entities/inventions by giving 'designated positive/negative effects. EG: bad smell associates what kid should learn to stay clear of. Saves from using/relying on words of warning, etc. Reduces info overload where effects would necessarily crowd the mind filled with info: works more subconsciously.

UIP Enhancement Multiple Cut and Paste. Paste toggling (tm –trademark): Cut and paste several different things and not have the memory erased after each new cut or delete that way you can toggle between the a serial number of cuts and paste selectively or in arrear.

UIP-Game-Entertain: 'Tailored entertainment.

UIP-Game-Entity: Any creature in the (game). Includes: 'boss; members of any gang; player (this has two definitions – the user or the creature they play as in the game)

UIP-Game-Image: 'Designated 'images reflect player preference for: colors, shapes, patterns, sizes, special relationships (eg: emphasize strength by main creature (representing player) being much bigger than others).
-Facial 'images are/related to 'images that are/represent ideal personalities. Exists: patent for cutting & pasting one's face onto game character US5595389.

UIP-Game-Group: Attempts to achieve the 'designated benefits/results for two or more 'multi-users. UIP averages/merges/'interacts(integrates) the profiles for each player/invention.
-'designated players have more/less weight for achieving programmer's/user's/UIP's needs.
-'Groups 'educated/'guided on skills/learned from experiences for: (respect/ethics) towards/from one or more players in/out of the group; working together (bonding) for 'designated purposes; through 'designated means (as applicable for the type business; culture; age group).

UIP-Game-Guide: Teaches which game/life/business moves/strategies will help them (win/take control/profit/'track and catch villain). Each (potential) suggestion / (actual) result/reaction is 'scored; then matched with files: profiles; needed results.

UIP-Game-Input: Historian - Quantifies who/what is being studied: 'Tracks 'designated (main) user(s) for: any action convertible to recognizable/labelable digitized files. User/Person's info/actions inputted into UIP ('database).

UIP-Game-Marketing: People/Consumers can be convinced to use UIP features and minimize their concerns for privacy loss (especially in the US market) (also benefiting marketers) by:
-discounts for using/buying what they experienced
-free (hi-tech) services/products w/ UIP (marketing) add on features.

UIP-Game-Mood: Generate desired 'mood in player and other entities. A 'mood might also lead to other scenarios: better way to coax potential lover the player's way; or win over oppositional feelings from villain, and create peace.

UIP-Game-Multi-User: Single player plays against herself: User takes on role for multiple players. Each player has (one) character base (template from uip can tailor). Game will alter/tailor the actions taken by the user, in how user controls their player(s), for example player throws a ball to Mary, but the 'tailoring shows up as wind and puts ball in Beatrice's hands – this adds ('designated degrees of) uncertainty; so user is not fully playing with themselves.
--'Designated control level user has over their player(s): This semi-solitary game form is between 1. a player playing a chess board game with themselves (very solo); and 2. most common way a player plays: player playing with 'games rules (player has no control over the other entities other than by what it's player does (to the entities).

UIP-Game-Order&Timing:
-UIP 'reacts to designated 'order & timing of events, eg: when 'analyzer determines A then B happens, then UIP 'reacts with C ('computer) function/action.
-Patterned actions. UIP can control its actions in about any 'order & timing sequence. Each facet is alone or in synergy of other actions (by UIP) designed to create desired effect.

UIP-Game-Positioning Systems:
Important Inventions on how game and its entities 'react to the position of one or more (moving) entities or inventions. For applications, skies are the limit until the stars fall down. Create separate file.
-Colder/Warmer Game Function: the nearer / farther [geographically or Conceptually] entity gets/is from 'designated 'zone/concept/answer/solution/needed info [to win game].

UIP-Game-Ping-Pong: Ping Pong: 1. Entity (Marionette) controlled (by (player's) voice). 2. then entity 'reacts (with voice). Entity's 'reaction tailored for player and way entity 'predicts user will 'react back to the entity

(marionette). 3. Player 'reacts to entity (in way it (consciously) is 'tailoring themselves to entity. 4. Entity reacts to user tailored in fashion like step 1.

-Ping Pong designed to be easier or harder for player, according to player's skills, eg; computer is easier on novice chess players, than chess masters.

--Difficulty tailoring: 'analyzer 'scores user's ability/skill/aptitude/knowledge, and the difficulty the 'game level is for the player = the two are compared and matched (at different points in time (as user's abilities change) = user plays game at 'designated difficulty/interest/'educational level.

-'Predicts where (w5) player will go/end up: geographically, spatially, which entities player will 'interact w/ and how [w5] player and entities will act. 'Tailored for 'designated effect / 'reaction / learning / experience (in player).

-Study computerized chess games for details [on 'analyzers].

UIP-Game-Predict: What's 'predicted. How: 1. another entity (villain) will act (in 'reaction to player's actions). 2. how player predicts (itself will) act in future scenario, hence how UIP-sticky and deficiency/neediness of characteristics are [to achieve goal].

UIP-Game-Remind:

UIP-Games-Rules: Set parameters of game for UIP. Rules of game differ for each entity.

Following Mostly Repeats UIP-Game in general:

A2-12A PERSONAL(IZED) GAME(S): mix w 11 11A 12. Game develops specific rules for u's personal info. Each person has certain aspects of game that cause: fear, stress, adventure, excitement, interaction, harmony, romance... that they like or don't like.

M po o dd rules and game plan more likely to create more satisfying response in person. M can merge personal profiles for multiple game players, developing the most satisfying, level of complexity, energetic... way for them to interact; may even be used to improve their relationships by solving problems; letting out steam where useful; avoiding attacking opponent where potential improvement is minimal / they are psychologically fragile. All people have same or different set of game rules & or paradigms. M prints out game number name & or both with type game category, u can reelect game again (w or wo same players); M can play multiple or unlimited number of games, even never having rules ever again quite same w (with) or without pp.

pr (program) ELEMENTS (options, uses, benefits, training assistants...): u / m/programmer/party giving personal info requests/selects automatically: game type category; # players; outdoor game; indoor game (on board, type C ('computer) (HH, TT, model no); using room/house as game board (maybe include floor plans for personal info); stop & play, eg: if ur at work w (with) long wait gaps; teaches role models for kids, adults for life in general, being an employee/boss/sales person/a particular job position, -- handling crises: medical emergencies, war, terrorism...(does this by creating semi-life like situation where u must play, combat w, construct, de/re-construct situations); learn languages like speaking w (with) live native, by having

conversations by keying in a reading dd/po or verbal in/out-put; completely program ur own personalized games from scratch or authoring language software, - or make your own general prototypes from which to create personalized games for others; rules might be changed, added, deleted in middle of game (based on developing handicaps to some degree against winner, increased personal info) EXAMPLE GAMES: The already published game "Risk", roles played: machine gives p countries according to cultures, histories... they like - less aggressive p who is fascinated w (with) Mussolini gets Italy and if they're aggressive northern Africa goes to opponent semi-matched to each other's personal info. Peace lovers get Switzerland, Scandinavia. Japan phobics get Far East Asia so as to attack Japan. The p who is different from the norm, above average intelligence and feels trapped as a result gets Japan or Israel w strong armies to expand. In "Scrabble" of any language, p get letters spelling words that will satisfy them, players in any game need not know m rigs rules for personal info (eg, don't tell ur grandmother; have m make it easier for her/younger p to win).

MK: now everyone can agree on games to play; the only game you ever need to buy;

TD: Memory of past games played & performance & maybe level of satisfaction & increased knowledge of personal info; C ('computer) SW ('software) e HH TT bp ep med W4 kid adult toy game trick joke ed mood LL crt mfh(for personal info, new games, adaptations to current events...) rpc cp pp mp b vc exc(outdoor games) aca v

WHERE GAME IS PLAYED: on 1 or multiple keyboards/crt/dd; po board graphics pinned to blank board clipping po paper; po game piece graphics attachable to plastic type weights by clip, glue, magnet...; a machine that only produces games and played on PC... .-"Entertainment" / Program (sw) Screener: 9G220: sys screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%). Copied to 9G220 Aug '95 .-Tilt Stick 5E020: Controls this N's functions.

-See: Requisite Pro, which is a requirements management software.

UIP-Game-Score: 'Scores used as UIP-Input.

UIP-Game-Effect: Smell Effect Tailoring:

-smells can also be very subtle, and uip designated. Smell in future technology might be programmed/manipulated via brain electrodes or other means (not yet fully understood now) to elicit experience of smells, where actual odors weren't emitted.

-each player might experience different smells per uip, as one smell's effect differs upon different people. the actual amount of smell might be minimal.

-applies to other audio-visual product packages: "C" based training; interactive video (system activated by user touching a screen - key boards may be used, but not required)

-smell the new product user might wish to purchase, eg: inside of new car; smell leather for leather products; smells also for following products being sold: foods, flower delivery service, etc

-product was merged with product 8B-19.

-smell coordinates with: any audio/visual invention, eg: TV, computer screens, ipod (while playing music), cell phones (while talking – smell matches who communicating with and about what, w5).
-user's preference for type perfume/flower emanates according to players/user's preference. Two people seeing same actress, will smell different perfumes associates with actress/entity being portrayed.
-'track smells. Smells act as 'notifiers for sight/hearing impaired/in dark.
-smell guard: odors tailored to keep away (villains), (while attracting other entities).
-be forewarned before an entity approaches, smell them coming (like animals can). Certain odors trigger different (fight/flight) responses in each entity.

Entities control emissions of tailored odor releases to: attract/repel entities; elicit desired 'reactions/behaviors; make self feel: pleasure, energy (smelling citrus), sleep, love (and or be loved); distract others.

'Interactive Smell 'Screen: smells are emitted to accentuate the feelings and experience while: watching television; selecting options from a CRT screen (for example when shopping via "C", certain clothing fashions can have a chic cologne smell emitted to enhance sales); learning something on "C" (helps increase memory retention - since material is experienced more intensely, pleasure); advertisements: smell the detergent or coca cola so that you want to go to the refrigerator and gets some
-smell emissions can also be in very minute quantities so as to have the effective subliminal effect
-some smell emissions might be created by normal chemicals in the air; blocks of natural chemicals from which a little is used at a time. The most difficult replacement factor might be with home televisions, yet it is in the interest of television and cable companies for people to have these, so they might be given away cheaply or for free
-studies show people enjoy watching programs with the smell dimension added (unless it is too over powering)

UIP-Game- Stickiness: How much and fast something can evolve. Degree to which entity/object can't change (persistence level) to UIP. Complete stickiness = UIP-Game-Character-Lock. Applications:
-System wants more time to 'track user's actions to determine how to (again) tailor itself. Program assigns stickiness 'scores for: stickiness of what's being changed, and the 'score for how influential 'designated UIP elements/'scores can effect the given uip-stickiness.
-Central/important/(feature wise) identifiable aspects of entity/invention might be more sticky so: user can (visually) identify it (while playing game); central identity/function remains [reasonably] in tact.
-The less sticky, the better it can adapt (more quickly) and win. However being too sticky can cause tailoring based on too little info received over too short a time, by which to make better decisions on how to 'tailor; then lose the game. Intelligent entities can determine something's stickiness by pushing/playing with it in certain aspects, and see over time how it and or its class of entities/inventions adapted. Next the intelligent entity can purposely cause the (minimally) stickiness to tailor itself to (semi)false/non-useful info; so the intelligent entity wins / gets what T ('tel) wants.

-Each given / needed characteristic is 'scored for importance / (desired/actual/predicted) stickiness.

UIP-Game-Target: 'Seeks any digitized information/entity/action, or interpretation thereof. It can 'react as 'designated, eg: 'edit, reprogram, stop, activate the target or a feature in/associated with it. In 'games, UIP-Target seeks 'designated targets based on the 'seeker's profile being sought, eg: 'Villains.

UIP-Game-Template: Game/Computer Based Training that can be (somewhat easily) altered to achieve the 'designated results in the user/student. The template requires less work than building game (platforms) from (semi)scratch. Major cost savings. Can tailor unique platforms for each user.
-Benefits/Applications (for user/employer/school): 'education; mental/physical therapy; 'guides user (to teach or help them).
-Menu: programmer selects from menu type: user, benefit(s) desired, method(s) to achieve desired benefit, type 'tailoring desired or which has been used, (add in the 'scores for results of any tailoring or other (behavioral/health analysis), characters (and how one or more to be individually tailored)
-'Analyzer's algorithms (please define any ideas here: _____) determine: how to achieve 'designated results per: UIP, what programmer/user (appears but may not fully explain) is wanted.
-'Guide: system guides programmer on how to assemble this. Examples:
* 4A430 Game Creator conceived basic idea in 1992.
-Marketing: buyers can select from (web based) menu; and seller's system will 'tailor then deliver to client.

UIP-Game-Therapy: (Game designed to) give / 'guide user to achieve therapy for: mind / body / spirit.

UIP-Game-Trigger: Tailor triggers 'designated (human) 'reactions in players/inventions. 'Trigger knows what reaction (feeling, thought, info, function, behavior) (can) come from the trigger. Trigger controlled by: UIP-Predict, UIP-Guide, UIP-Educate, UIP-Therapy.
-behavior reactions (in user): adventure, inventiveness, (phobic) fear (of inventing), excitement, harmony with (other people/characters in 'game/system/group/business).
.-A2-12A

UIP 'Vibration: rumbling (like earthquake): fear. Faster: feels like something is moving. Terrain and speed: changes vibration.

Edited From Portions of IMI25 File's UIP Section:

UIP = User Information Programming.

UIP tailors systems to the user's unique needs. System uses stored information about user's past ['tracked] 'game behavior to better assist. Improves 'game performance. It self optimizes its functions, to better tailor itself to the situation at hand. Often an 'invention's optional bonus feature.
-"Adaptive Interface": Computer interface that automatically and dynamically adapts ('tailors) to the needs and competence ('game 'character), of each individual user (of the software).

SUB-FEATURES CLASSIFIED

UIP-Access: The type of access into a system adjusts according to the user's situation. EG: access to certain 'game powers/priveledges/info/'zones. There could be three levels of system access clearance for a user: Level One: all data available; Level Two: access requires UIP-Access' approval. Level Three: No access allowed.
--User's characteristics (signals, UIP) "analyzed" to: determine whether to allow: "Access" (entry, level/type usage permitted u). Parts To See: +"Access', BA".

UIP-Edit: System 'edits 'game features/UIP material according to user's 'tailorable preferences/needs or characteristics. 'Editable material includes: text, (portions of) images, (portions of) sound tracks, computer code, etc.

+ UIP-DB: System compiles the needed database which includes ['game user/'player/'thing] characteristics of: user(s), environment, other connected systems, and system(s) hosting UIP.
--The development and or utilization of database on u's characteristics: identifies/develops differences between different games/users (multi-user) intern allowing sys to better tailor itself (UIP-Tailor). UIP-Tailor uses the UIP-DB. Examples: "Access' BA", "Track", "Artist": preferred ways u likes "images" "edited". Extensive examples in KN (invention) files.
--SW (Software) drawing: "seeks" what elements needed= for compilation= then organizes data (via fuzzy logic) into usable form= for UIP-Tailor. ---Notes: Seeks: via "questionnaires", "ba", "track". Organization of db's files: collected information on user can be inserted into one or multiple files according to which files can use the information. Then UIP-Tailor 'seeks/'associates which files they need to better tailor. Or more work can be required for UIP-Tailor to find the needed information.

+ UIP-Guide / 'Guide: UIP knows how to best show user/'thing what they are 'predicted [by 'game] to want/need.
--Guides user to gain more benefit from the available 'game functions / powers that it 'associates with user's tastes. 'Tailors itself to come close in replacing one on one tutoring and help: focusing on the needs for specific user(s), versus generalized forms of help. See 'Guide.

UIP-MQ = Machine Asks Questions to player/user/'invention:

Machine asks user questions to obtain information so system can better serve user. Answers used to develop "UIP-DB". Player can select desired features they/others want in the 'game/scenario.

UIP-Router: Via (software), user is directed to the designated 'game scenes/plots/programs/game power functions.

UIP-Track *: System 'tracks 'character/person/user. Benefits: UIP-Info-Input; 'predict [next 'game scenario/action] and 'guides accordingly. 'Track is a 'game 'agent [that can fight 'designated opponents at 'designated W5].

UIP-VA: VISUAL ANALYZER: Search for designated 'images [from other (live human) players. System learns/tailors' itself to know what images they should: track, edit', locate for user; eg: though user doesn't consciously know exactly what they [may] need to win/have desired/'designated ['game] experience.
-"analyzer" / user = (automatically) assigns desired uip-based code of characteristics to designated 'game 'character/'thing/'image(s) = such codes are utilized by (CAD) to manipulate/process/edit the images tied to the codes = results in outputted images/text/suggestions/technical data as u requested/wants (uip) = these outputted data (can) have codes of characteristics = so such output can be altered (like requested earlier).
-
Mostly Reworded Or Common Sense Info:
-UIP-BA / Behavior Analyzer: Studies the behavior of [other][players/users/'inventions]. System 'reacts accordingly. Concludes with a behavior profile of target ['character], then can 'react accordingly. UIP-BA or

File: Parts/UIP Sub-Parts Ga Concluded

File: Parts/Action Points Ga

[GAME] ACTION POINTS

Applications Include: 'games, toys, 'editing, 'art generation, music 'composition for sounds esteemed to be any way associated with stated actions/situations, more..!

Airborne 'game weapons are 'tailored to 'entity's [abilities and needs for special types of protection (against 'designated opponents) 'predictor anticipates may 'interact with 'entity. These toys weapons seek/hit UIP targets via game weapons like: OmniWrench 8000; Bomb Glove; Pyrocitor, Visibomb gun.

Blaster: A rapid fire weapon that fires energy bolts. Not a powerful weapon, but is good for chipping away an enemy's mental state of mind / physical health at medium to long range. It kills smaller enemies in one hit but takes a few hits more to get rid of any larger foes / those with more points / better 'scores from 'behavior analyzer.

Glove Of Doom: This weapon deploys an egg which instantly releases four small robots which seek out and kills/'edits/freezes uip targeted enemies.

Mine Glove: A glove that throws hovering mines that will stay stationary until it detects an enemy meeting player's uip-target requirements. At that point it will home into them [seeking and blow up. The mine glove, used in conjunction with the taunter, can be very effective [in hitting right targets in 'designated manner]. Setting a few mines close to, but out of range of the enemies, then using the taunter will cause the mines to actively seek enemies at a longer distance.

'Seeks Reaction - Taunter-UIP: UIP knows "what buttons to push in another, to get the desired reaction." Inn other words: UIP hones in on an entity's or invention's characteristics 'predicted to elicit the 'designated 'reaction. See 2G330

Suck Cannon: Acting as a vacuum, it sucks up UIP-Targeted enemies [and shoots them out as projectiles / 'agents (serving the player's (good guy) objectives via player's infused UIP-Target criteria].

Drone Device: Sends out drones to protect Ratchet from fire by UIP-Targeted opponents. Will damage UIP-Targeted enemies that come into contact with them.

Decoy Glove
A gun that shoots out a decoy of Ratchet and distracts enemies [based on decoy related characteristics, most likely to attract / distract UIP-Targeted opponents.

Morph-o-Ray: A gun that turns UIP-Targeted enemies into chickens/other creatures.

Devastator: A rocket launcher with homing capabilities [onto UIP-Targeted targets].

Tesla Claw: A powerful weapon that shoots an arc of electricity and homes in on UIP-Targeted target(s).

Game Example: DARK CLOUD – (A RPG) http://en.wikipedia.org/wiki/Dark_Cloud#Playable_Characters

The Fairy King grants Toan the Atlamillia, a magical blue crystal with the power to restore the parts of the world based on UIP criteria / historical 'database, that have been [physically or otherwise] destroyed [in some manner (UIP-Targeted)].

-Xiao: She fights with slingshots and a unique talking slingshot [her UIP-'Guide], who offers advice on defeating enemies, comments on their appearance / UIP / it's 'predictions, or talks about his past methods that worked.

-Queen: Can create multiple space parasites/agents very quickly each with own UIP-Targeted criteria.

-Boss can be injured by firing/attacking weak points [mentally/physically based on UIP-Targeted criteria. Agents invading boss'behavior programming in designated ways – as explained in our other inventions.

-Omega Pirate

Able to become invisible [UIP-Targeted 'entities] and regenerate health [back to it's original state based on UIP's 'database of characteristics] .

['Game / Toy] Weapons:

Any weapons and related matters in this game invention application [which don't exist as far as we know] are NOT ASSIGNABLE FOR APPLICATIONS THAT ARE MILITARISTIC OR UNETHICALLY HARM PEOPLE/NATURE.

File: Parts/Parts 1990's Ga

'GAME FUNCTIONS

Old Version But Needed

" ACCESS " = Entrant maneuvers to gain access.

-Details: Entrant needs to know "profile of game" / (secret) rules (needed to win/lose/bluff) and to maneuver into "designated" point / game 'zones: winning game; beating "designated" character; getting to specific location...

-UIP:

" CHARACTER – Old Definition" = Any movable creature /object / %invention that acts on its own, eg: attacking or friendly organisms; (one of the) characters representing a "player".

-New Definition: Since March 2006 means: behavior profile, entity's character, how one behaves, their preferences.

.-Excludes: objects with no mind of its own that have only one of following reactions: falling; snapping; hitting (knife); explosives; guns.

.--Exclusion doesn't cover any of these if they are self motivated, eg: heat sensing missiles; other weapons that only attack "opponents" [unless opponent has something about it or with it, as seen by players to keep such objects from attacking them, eg: device that doesn't give out heat for the heat sensing missile].

" EDIT " = alters game's rules / characters / scenario / opponents as designated. Personalizes "game" = uip. See "Game creator".

" IMAGE GENERATOR " = Movement patterns make images. Uses for these images: "access"; "artist's" "image" generation; "crawl" (and its generated images).

" OBSTACLE " = Hurdles; (booby) traps; other physical obstacles not easily crossed / entered: bodies of water, mountains, cliffs, walls, (electric) fences... "Opponent's" *"weapons".
-From any "player's" perspective: anything that can impede its progress: obstacles that effect its characters (more than its opponents (w tool / magic) better able to overcome it); (lack of needed) passwords for "access" or avoiding obstacles or opponent's attacking "characters".

" OPPONENT " = Other player(s) with any of their: "characters", "weapons", "obstacles".

" PLAY " = "interact" with (with) other player(s), and or game's: "character's", "obstacles", "rules", scenarios, etc.

" PLAYER " = One or more people "interacting" with "game". "User".

" PROFILE OF GAME": It's rules, obstacles, "behavior profile" of "characters".... Characteristics for 'games' UIP.

"ROUTER" = Takes player to "designated" aspect of "game": (based on their (game) 'scores / uip).

" SCORE " = 3C294 Game Score Ball: Score keeper inside insulated ball. Has flip lid. For any movable aspect of (sw version of) "game", eg: it's "characters", % "obstacles".
. In other words: Ball for sports also keeps game's score. (Well insulated from shock). Key pad and "S" inside flip lid.
-special lid is opened letting person key in data so device can tally and keep score
-ap: water polo, frisbee games, soccer, American football, basketball, rugby; toy thrown for dog to catch and bring back; other games with animals; * toys for babies
-any portable electronic device is insulated.

*.-also functions as one or more of following: calculator, audio recording device, small electronic organizer, portable "stereo", wa, r, part of PS ('positioning system) sys, flashlight, tv, container (for fragile materials), portable C ('computer) (notebook), pager.

-Ring relayer (nr u when: tel rings, door bell rings): u can control functions (cordless "t", door intercom) via R ('remote control) inside insulated container.

-score can be announced via osc: after each K ('keyboard) entry / upon request from user (by pressing key) -> sys (system) announces: score / other info as requested / pr.

OTD: "S" (for score, etc); "C"; mp; uk; date; interactive; toy; all; game; "mic"; exercise; portable; bp; osc; vc; egh; score; tgh; cart; cp or cr plus cushioning material; uq; character.

-activate scoring by sending tallies for scoring via "R" control to distant receiver/tallier. Can have small or very big "S". Waterproof, chew proof (against dogs, babies), non corrosive.

.-designed for all weather conditions, keeps out mud; "R"; "S"; "C"; mp; uk; date; interactive; toy; all; game; entertainment; "mic"; exercise; portable; sst; bp; osc; vc; egh; score; tgh.

-D: ..... 1 = window (s) for el (electronic) device. Dots are ball.

: [1] :

.....

User = K ('keyboard) (1) = c (memory) = s (1)/osc/nr/other (objects=function)

-D: 3C294 Game Score Toy =

ACCESS (tr from insulated object = entry mode)/ BALANCER / C / cart (software 'cartridge) / CLAP / DISTANCER / LOCATOR / pr (program) / Q / R / SCORE / SP TEL / STATUS / STEREO / SYNTH / TDS / T / +WA .

Status

Track

Non Real Life (Game) Weapon

Expand each IMI part, and show how u can both learn how to use and how UIP will tailor. Where file this?: uip; game; each part; "predict"... BENEFITS to playing game:

. "Access": see below

. Prediction: see below

." EFFECTS " = smells; osc; changing "images" correlated to situation

8B100 Video Game Effects: smell emits when: person or creature is hit; one goes into certain area: mushy swamp, garbage dump, smelly room; one comes close to smelly creature; when danger lurks; opening of package, etc; entering a restaurant; cooking; getting sweaty from activity; getting nervous; etc.

-level of difficulty (in terrain) / player's ability can be altered via UIP: entity wants / needs a tougher game.

Smell Effect Tailoring:

-smells can also be very subtle, and uip designated. Smell in future technology might be programmed/manipulated via brain electrodes or other means (not yet fully understood now) to elicit experience of smells, where actual odors weren't emitted.

-each player might experience different smells per uip, as one smell's effect differs upon different people. the actual amount of smell might be minimal.

-applies to other audio-visual product packages: "C" based training; interactive video (system activated by user touching a screen - key boards may be used, but not required)

-smell the new product user might wish to purchase, eg: inside of new car; smell leather for leather products; smells also for following products being sold: foods, flower delivery service, etc

-product was merged with product 8B-19.

-smell coordinates with: any audio/visual invention, eg: TV, computer screens, ipod (while playing music), cell phones (while talking – smell matches who communicating with and about what, w5).

-user's preference for type perfume/flower emanates according to players/user's preference. Two people seeing same actress, will smell different perfumes associates with actress/entity being portrayed.

-'track smells. Smells act as 'notifiers for sight/hearing impaired/in dark.

-smell guard: odors tailored to keep away (villains), (while attracting other entities).

OTD: "S"; pp; mp; uk; mouse; date; interactive; educ; toy; all; game; entertainment; osc; vc; score; tgh; teach; md; cart of smell causing elements; access (if smell device is used in arcades [public places with video games]); uip; character.

Smell Screen: smells are emitted to accentuate the feelings and experience while: watching television; selecting options from a CRT screen (for example when shopping via "C", certain clothing fashions can have a chic cologne smell emitted to enhance sales); learning something on "C" (helps increase memory retention - since material is experienced more intensely, pleasure); advertisements: smell the detergent or coca cola so that you want to go to the refrigerator and gets some

-smell emissions can also be in very minute quantities so as to have the effective subliminal effect

-some smell emissions might be created by normal chemicals in the air; blocks of natural chemicals from which a little is used at a time. The most difficult replacement factor might be with home televisions, yet it is in the interest of television and cable companies for people to have these, so they might be given away cheaply or for free

-studies show people enjoy watching programs with the smell dimension added (unless it is too over powering)

Chemical analyzer analyzing smell in the environment where video is being shot. Results of smell will be digitized and transmitted for decoding by a smell decoder at any display or user point. Development of smell 'analysis and code protocol that could be added to the data and communication layers of devices.
Smells list: Food smells, flower smells, smoke, smog, pollution, gases, perfumes by brand (Calvin Klein, Liz Taylor, Channel.) Etc
-For example smoke detectors can 'analyze certain gases. How about adding a code for each 'analyzable gas and transmitting the code to other devices that have smell emitters.
-Relies on odor 'sensors/indicators.

+ " GAME CREATOR " = Structure of game uip-tailored for player, eg: "character's" profile; how game's "guide" helps player improve their playing ability.

-D: Generate Behavior Profile of character created (by u / *sys).
3A500 Key in person's name and have them be the character in your portable action game.
-select from standard physical feature options showing rough body depiction, eg: color hair, height, body build, eye color, clothing color, etc.
-killing time waiting for an appointment? Like or don't like someone?
-characters move in animation (with solid non moving body or moving parts
-user selects which game they wish to play
-creates sounds
-has a tutorial
-system of watch can be left out

4A430 Game Creator: Game Creating Machine: User selects game element options desired in "C" game software cartridge. The shell of the game is the same while elements like color, choices of characters, etc are changeable. Applications: Buyer selects game variations wanted in software game cartridge; user creates own games within set parameters; games for entertainment, training; etc.
-

7A020 Choose the entities, skills, environments, styles and game (platforms). Develop and or select from character options that create type characters you desire, both the ones w/ characteristics you desire and those you might wish to fight with (and or select ready made characters(s)).
-after having selected characters, choose which game you wish them to play in. Then, the game's program might select scenarios, environments, combatants, etc to compliment/fit with the character(s) user selected.
+m education/therapy: work out the situations, behaviors, tasks you wish to handle, and learn.
+m select themes, styles, tasks
+m create art

-Sells software packages for video games. Buyer keys in options they desire in game and vending machine quickly develops the package for their special taste while buyer waits.
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip). Shows W5 (what, where, when, why and how) u buy type "entertainment" programs.

4A450 Seasonal Converter: automatically converts characters to those appropriate for season. Game rules, plot and all remain, just changes in image. Switches according to internal clock, or by user's command. Goes into effect maybe 7 to 15 days before the holiday/season.
-tools/snow tires/paraphernalia/clothing/HVAC changes according to the season / UIP-need, according to the season.

UIP-Game reworded: A2-120 PERSONALIZED ENTERTAINMENT: mix with 11. After personal info input (M or U keeps previous scores and responses for analysis), have following matched for you: games (chess, IQ or Creativity or other behavioral training/fun, versions/enhancements of computer games on market), drama, music. Personal(ized)/Your/Customized/John Doe's - Tutor/Instructor/Teacher/Helper/Fun/Game(s)
.-"Entertainment" / Program (sw) Screener: 9G220: sys screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%). Copied to 9G220 Aug '95.

* A3-R12B= MAIL ORDER GAMES: Marketing 'games tailored to user's needs.
mix with (with) 12 12A. Low investment costs. a co might only take personal info and be a mail orderer of personalized games personalizing games/marketing by u / market for: reg cons, therapists, reg / specialized schools/classes; cons magazines (new age, military, needle crafts, fantasy, wrestling, cars...). Maybe money back guarantee, or free/cheap. Let buyers of m be their own game seller, going to schools, friends...
.-"Entertainment" / Program (sw) Screener: 9G220: sys (system) screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%). Copied to 9G220 Aug '95
.-Tilt Stick 5E020: Controls this N's functions.

"GUIDE" = 2J02 Game instructor: Teaches players which moves they might make so they may win.
+ Problem: maybe similar to how existing computers already play chess; different patents found but in general field, hence either unpatentable or maybe already thought up by someone. However the UIP-tailor aspect might be novel.

sh: Applications:
-Board "Games" of almost any type: chess (western, Japanese, Chinese, Korean, etc); checkers; other (strategy) "games"; cards (what cards should /shouldn't be played).
-Trivia "games": uip-db of player / trivia question= matches up related ("designated") information= for giving better clues to players.

-Computer games: games coming out from Nintendo, Sega, Atari, etc.

-

-Important parts: "Guide". "Educational". "EGH". "TGH". "Virtual Reality"

-Developing this sw: Programming can be done in Europe by programmers w/ excellent skills and interest in chess. Initial versions concentrate on lower skilled chess players. SW ('software) used on PC / electronic chess game sets sold as separate units.

+ "Behavior Analyzer" of player(s): studies main player's previous moves so system can intern suggest similar moves in the future; the better a system's suggestions match the player's natural move style, the more natural the "guide" will feel to the user, and the user will be better able to merge their natural thinking patterns w/ computer's suggestions. Eg: player prefers using their bishops in the offensive and knights in the defensive positions.

--in other words: remembers past play patterns preferred by user -> higher chance system will suggest such moves: "score" of suggestible moves rated by "uip-db."

sh: The system "analyzes" what are the better moves for the player, much as if the computer were playing its own game. However player must be the one to actually make the moves.

sh: "Scoring" of moves: This is done by scoring what it perceives is the value of each piece and or movement style or strategy, based on player's past performance. Past performance analysis is handled by the part "UIP".

-The computer "scores" each possible move it can suggest. The elements that increase a possible move's score are: chances it will help player win; "analyzing" it's player's style.

--System studies opponent's playing patterns: "analyzing" of opponent's previous player pattern (UIP of opponent), so system can better find its weaknesses. "Behavior Analyzer" studies opponent's behavior= "predicts" opponent's / main* player's future movements, based on opponent's behavior.

---areas where opponent are statistically more likely to have a blind spot, or poorer player ability to see far ahead into game, or utilization of pieces they might need.

.-Related to: Body movement "Guide". Body movement "analyzer" - see older KN, eg: Miburi. Sports; Acrobatics; Dance; Walking; Yoga.

-See Old N (invention) for details: 3C-200 Rubics Cube Guide: Display on one of the cubes shows the number of additional steps needed to complete puzzle. Acts as a guide in helping user know which move is better.

. Miscellaneous:

-buyers might be the type who play chess via internet / "modem" / air mail. This system however is not designed for people to cheat by utilizing this guide.

" PREDICT " = Type predictions for how "users" may: want to be "entertained", play "game". "Predicts" how "game" opponent will play= "resulting" in main player's sys "guiding" him how to win. See "Guide". US Patents: 4141548 Game apparatus for use in conjunction with the viewing of a spectator's sport.

" R ('remote control) " = "tilt"; remote control; joy stick; "clapping"; laser gun; (3-D / remote control) "mouse"

A8-17 Charm REMOTE CONTROL GAME: Interact between players by use of remote control which is connected to receiver or is a combination transmitter/receiver with display read out.

2A-7: trigger functions via coded whistling or (several years later) verbal commands. Watch can even respond with sounds. Can play without even seeing watch.

6B740 Laser Gun Game: Hit flying objects with laser gun. Keeps score.
-"Scores" a point when the flying object blocks the light from the background light "sensor".
-hit flying object, if no reflection comes back you hit it. Mirror causes reflection. Gun must be pointed from correct position to gain ability of a reflection should shot be missed. Additionally, one can only shoot in the distance during dropping or flying into the air while air born item in between gun and small or large mirror.
- hold gun in right position, or do it from a gun holder
-flying object can be a mirror ball, requiring gun person to hit squarely in middle, causing a reflection
-flying object, if thrown by device (or hand) in right manner, its sensor(s) in middle, when receiving laser can sound: beep; crash; sound bang; etc.
-Variant: flying object (probably ball) reflects laser light to gun's receptor, signifying when a hit was made.
--for use outdoors too
--ball is of non fragile light reflecting material
-user programs the frequency, force and speed in which balls are ejected
-Display shows score of player(s)
-OTD: All; pp; mp; uk; interactive; educ (teaches shooting practice); toy; game; entertainment; portable; iq; t; bp; osc (eg: when a hit was made); vc; score; cart.
.-"Tilt": controls sys' functions
-copied to 5E020 in 8.95.

3C-560 Driver Game (related to another product):
According to how user moves its "steering wheel" or other product, the system knows how it is being moved and reacts accordingly.
-eg: player pretends to be a driver using their "R" control steering wheel, they see how they are driving on the screen. Part of game, or driving practice; also for flying; walking; etc.

-accelerator, breaks, etc can be with footpads

+2D-150 Remote Control Game: Player's units "interact" w other player's units via wireless air pad. Play chess, etc.

=

Non game applications too. Each player has the same or related game scene on their person displays. Sit around the living room without having to crouch around a single place and play. Each move made is reflected onto the screens ("S") of the other player(s). Applications: chess; checkers; Sea battle (in Russian: Morskoy Boy); all card games, eg: poker.... Each piece can also be connected by wire

-obvious? D: "air pad" (r, s, game or SW ('software) cart) = "air pad" (r, s, cart) = "c" (cart)

R176 Laser gun game: user's vest reacts to laser when they get hit. 30 Aug 93 NK
-moved to "game" 6.96

" UIP " User Information Programming =
"BA" of one or more (winning/loosing) player(s): remembers past play patterns preferred by user -> higher chance system will suggest such moves: "score" of suggestible moves rated by "uip-db." Eg: see 2J02 Game instructor.

" VR " ('Virtual Reality) =

* 1E-01 Virtual Reality Game: For two or more people inside or outside. User's receiver can find the other players. Know when a hit or miss is made.
-uses electronic shields to hide your location or defend against coming gun or missile fire.
-related to Walkie Talkie Locator: know the location of your other party 3A-1280-42005

End of File: Parts/Parts 1990's Ga

File: Parts/Parts AI UIP Ga

ARTIFICIAL INTELLIGENCE & UIP
Comments Expand For Applications Into
User Information Programming , Games, More

*Intro: Expansions often placed below the standard definitions, and in the (brackets). Expansions are mostly in the User Information Programming field. Original AI definitions were somewhat changed. Terms in bold [if not accidentally changed, represent common AI terms].
-UIP is form of A.I.: where (humans, game entities, and 'interaction with inventions are involved.

Adaptive Interface Same as UIP-Tailor. A computer 'interacts and automatically and dynamically 'tailors to the 'UIP traits such as the competence of each 'multi-user. What's 'tailored: ['game] features; 'educational mode, more. See huge UIP files.

Agents / Entity / Invention: A thing [('game) entity or invention] is inserted with an 'agent. The 'agent is controllable by UIP, player(s), 'game's programs; to instruct the 'agent on what to do [w5], for 'designated results [in any aspect of reality/game it has powers to 'edit]. The 'agent [can be] an [game] entity or invention, with [its own] methods and properties [agent architecture].
-The 'agent does not have 100% will-power. But what does? All living creatures, people included are molded by their parents, society, etc.
-Object-oriented programming: includes 'agents

Agent Architecture: Multiple UIP functions operating [simultaneously], the 'agent architecture 'coordinates their functions (eliminating conflicts).

A.I. Effect: UIP's 'designated effect / *'reaction.
-Tree Effect: Chain reaction of 'AI Effects, results in "occurrence A", which then (can) trigger "occurrence B", as "B" is [automatically 'reacting / sensitive] to "A's" occurrence. "B" can lead to one or more [simultaneous] 'reactions immediately following "B". [A, B, C... represents: game things, UIP caused actions, or 'reactions].

Algorithm: Algorithms controls: 'predict, 'tailor, 'guide, more.

Associative Memories: See 'Associate / Associations part. Example steps: At Home: 1. Owner's dog barks too loud or too long while owner is home, while UIP system and dog are at home. 2. UIP draws autoassociative memory, by matching what its 'sound analyzer hears. 3. UIP slightly punishes dog. Out in Public: 1. System 'senses it's outside the home. 2. UIP's 'sound analyzer determines some dog has barked. 3. Via heteroassociative memory it realizes there's a dog. 4. Via associative memory it determines it's the owner's dog. 5. UIP responds to owner's dog barking differently than when at home.
See: Main part files; G105 GPS Distance Collar.
. Associative memories work by recalling information in response to an information cue. Associative memories can be auto-associative or hetero-associative. Auto-associative memories recall the same information that is used as a cue, which can be useful to complete a partial pattern. Hetero-associative memories are useful as a

memory. Human long-term memory is thought to be associative because of the way in which one thought retrieved from it leads to another. When we want to store a new item of information in our long term memory it typically takes us 8 seconds to store an item that can't be associated with a pre-stored item, but only one or two seconds, if there is an existed information structure with which to associate the new item.

'Analyzer: Identifying Cases For Diagnosis / 'Seek (data) & React (function)
-Automated Diagnosis Systems & Case-based Reasoning
'Analyzer associates past occurrence, with current occurrence, and saves the longer more difficult process of 'analysis.
-Bayesian Networks A form of 'analyzing what occurred, so UIP can better identify if the occurrence meets the 'designated pattern to which UIP is to 'react.
-Analyzer [In A.I. and or UIP sense] works with: Classification; Clustering; Cognitive Sciences; Collaborative Filtering; Commonsense Reasoning; Constraint Satisfaction; Data Fusion; Dependency Maintenance; Expert System; Fuzzy Logic; Inference Engine; Information Filtering; Knowledge Fusion; Model-based Reasoning; Neural Networks; Pattern Recognition; Qualitative Reasoning; Statistical Learning; Structural Pattern Recognition

Computer Vision: 'visual analyzer

'Data Base A.I.: Same as UIP-Database. Based by A.I. and UIP for Data Mining. Truth Maintenance Systems, etc.

Decision Aids
UIP and 'Guide suggest how user might make decision(s). Other examples: Decision-centered Design; Decision Support; Decision Theory; Decision Trees

Emergence: 'Peter Randomly UIP combines multiple elements (characteristic functions) from its 'database; then it associates each combination's characteristics with the characteristics of the desired result. +See 'Peter (produces inventions/ideas on an as needed basis). 'Emergence can [partially] "think outside the box" and suggest/'guide into [intellectual (property) ideas] it might otherwise not suggest, especially if it hasn't seen/stored such an occurrence/suggestion before. 'Peter will suggest inventions applicable to the current need. 'Peter's 'Emergence is another example for the unity of this patent application. [creative adaptation of] "Chaos Theory" [bringing science to (disorder)].
-The bigger the 'database, the more [idea] combinations possible. Expand range of combinations by getting input from as many sources as possible, eg: 'interacting with other 'databases [designed for (similar) UIPs). Expand 'Knowledge Base.

-See UIP-Emergence 2G180 & Emergence Game Features. Emergence includes: Fuzzy Logic; Inference Engine; Knowledge Fusion

Game Theory Weighted 'Analysis ('Scores each possible suggested function/invention). Then decides which to take.

Genetic Algorithms Search algorithms used in machine learning which involve iteratively generating new candidate solutions by combining two high scoring earlier (or parent) solutions in a search for a better solution. So named because of its reliance on ideas drawn from biological evolution.

Granularity Bigger UIP 'databases have greater 'granularity.

* Heterogeneous Databases Type of UIP 'db.

Heuristic Heuristic will help 'score and choose the best 'reaction/function [per UIP's needs], then decide which option is [heuristically] the best.

Intelligent Tutoring Systems 'Education. 'Guidance.

'Interact: When two or more ['game] inventions, functions, and 'entities interface and something happens [so the combination for separate actions, is greater than the sum of their being different; e.g. a pencil with eraser is greater than the two parts separately]. Works with: Programming by Demonstration; Prototyping

Knowledge-based Representations: 'Database

Knowledge Representation: UIP 'tailoring information for user, eg: making it more comprehensible; showing 'scores.

Logistics-UIP: How to use system resources, within 'designated parameters, controlled by UIP. Works with Planning and Scheduling; Planning and Scheduling Agents; Supervised Learning

Order & Timing: Time Series Analysis

'Predict Modeling: Synonym for simulation. UIP will see/'predict what the result/'reaction to UIP's suggested action/function will be. Works with: Plan Recognition; Programming by Demonstration; Prototyping; Statistical Learning; Time Series Analysis; Toy System

'Sound Analyzer: 'Tailors data from inputted sounds. Signal Filtering

Tactical Diagrams To be added

Task Transition Diagrams
To be added

UIP – Information Input: 'Database used to 'tailor functions for user. Works with: Knowledge Elicitation, Knowledge Engineering; Machine Learning

'Visual Analyzer: See 'Visual Recognizer 'Tailors 'image elements from inputted 'camera lens / 'images. Works with: Signal Filtering

Concludes File: Parts/Parts AI UIP Ga

File: Parts/Parts Ga Common

INDUSTRY VIDEO GAMING PARTS & TERMS

Introduction:
-Computer and video games can also be a subset of 'interactive media, which includes 'virtual reality, flight and engineering simulation.
-Generally video game industry standard functions/parts/terms, then modified for this patent application.
-Standard Video Gaming parts and functions were expanded. They're placed below the standard definitions, and in the (brackets). Expansions are mostly in the User Information Programming field.

action adventure A genre of games in which the player advances by "physically" overcoming obstacles and collecting items. Examples of action include running, jumping, shooting, etc.
-UIP Goal: player's 'character[s]. collects/earns/attracts the uip-characteristics desired/earned. 'Scores relate with the personality developed that 'tailor's player.

AI artificial intelligence. The manner by which a nonhuman character processes information [for uip]. All characters in video games not controlled by the player are imbued with some form of AI.
-Form of UIP

boss The enemy that must be faced by a game's main character before a level can be finished or before the game can be considered complete. Bosses can consist of a single enemy or some other obstacle.
-turn a negative into a positive
-UIP IQ Booster: boss' and opponents IQ can go up/*down, based on
scoring. IQ based skills uip-tailored for player(s)' characters*, eg: main character's enhancements come from menu of IQ traits selected by player's (user) uip-characteristics (player wants).
-'boss' 'characteristics match what entity's uip shows they most dislike, e.g.: tailored 'image of satan [based on player's favorite [scary] childhood book; or selfish stepmother.

brainstorming games: teases/induces out player(s)' (to interact with each other) and their creative ('accessible / trackable) ideas/inventions. Come up with invention ideas [by assembling combinations of invention(s) with parts: see 'Peter.
-'Game Gambling:

bug An unexpected and unintended error encountered during a program's normal operation that typically causes an unaccounted-for problem or error to occur.
-Bug's presence becomes part of game. Game 'tailors itself with/around bugs, eg: bug effected software/game aspects are (semi)bypassed / deemphasized. Super advanced version makes the bug a game's characteristic.

* cell shading A graphics animation technique that makes 3D characters in a video game look like a 2D cartoon.
-Dimension switching: switching from 2D to 3D can signify different modes/realms of game (obvious?), eg:
--between character's dream and wakeful states.
--player's 'score; (type powers); degree to which character is uip-tailored.

* cut scene An animated or video sequence in a game that provides additional information, including story elements, tips, tricks or secrets.
-each scene can be different software file/tree/aspect
-scenes can be tailored to different aspects of each players 'user info. Makes 'editing of 'game (easier).
-player's can have differing (uip) characteristics in each scene/aspect.

* Easter egg A secret message or feature written into a game's code by the programmer. Easter eggs are often uncovered by clever gamers who go looking for them or by accident. Their locations and contents are then shared in forums, chat rooms, etc. until they become more common knowledge.
-'tailored Easter eggs

educational games Games providing some form of skill learning, and or knowledge, and or *therapy. 'Guides players to learn.

effects: All [humanly experienced] sensations can be stimulated in the widest possible ways. Senses include: 'images [visual]; sound ['audio recognizer (interprets) and relays (synthesized sounds); feel [communicate via 'vibration (signals)] and touch sensations for softness, texture, dampness, etc; smell and *taste [via brain implants (for people who enjoy/can't taste food [from A/V 'entertainment]. %ESP (how extra sensual powers / intuition might be experienced and or conveyed). System ['edits] and ['tailors] any one or more [simultaneous] effects to: increase 'entertainment value; portray [clearer meaning/effect]. Effects w/ greater emotional impact, are emphasized [by volume, (color) intensity], and less emotionally impacting effects can be deemphasized.
-Simultaneous effects are 'tailored to compliment each other, eg: smell apple while hearing entity bit into it. A softer red apple sounds less crunchy, than bitterer green apple. See UIP-Tailor-Simultaneous for more.
. System generates life like smells, feel, 'images etc for whatever's depicted: 'Content Analyzer 'associates smell and any other feature of [game] element, and creates 'database for its characteristics. When [something similar to] that element shows up [in software program], user/audience can experience sensations [similar to] what it exhibited/had potentially in real life. E.G.: [movie audience] sees apple skin and flesh scratched, then two 'associated odors/sounds/visual effects/*tastes/*feels are transmitted [to audience / UIP-Database].

emulator / invention emulator: The virtual simulation software that enables a gamer to re-create a specific piece of hardware. For instance: allowing someone to play a console game on their computer.
-play games with (our electronic) inventions that are emulated. Eg: swap one product for an invention, or advertised product. Each invention brings its uip-characteristics. Another way for us to interconnect the different (aspects of our) inventions – see our Peter files.
-different inventions/products interact, bringing along their respective uip-characteristics. Benefits: market research, opens up creative thinking to improve invention by re-experiencing it, marketing invention.
-(game (aspect)) of invention/'Peter played out in all the ways this and our other patent applications' inventions described.

ESRB (entertainment software ratings board) A committee formed in the mid '90s by the gaming industry to provide a self-regulated system for rating and describing game content. Similar in function to movie ratings.
-UIP rating: (easily) change/'edit the 'game's/scene's aspects/'images according to the rating desired. (Game should be pre-designed such as its characters, language, action capabilities) for what 'tailored purpose is desired, eg: therapy, child audience.

event-based Linking [real life] occurrences within a game. Another term for cause and effect; events within a game that you control, influence or cause other events to follow.
-uip = 'seek & react: 'tailored events follow (from (hidden) menu of options). (Video/VR) games can be (just) like real life for (people), eg: things happen to people greatly according to the person's/player's (real life) 'characteristics ('ba).

-includes [TV soap opera] scripted/fictional/created events: when your 'game 'entity also on TV get's a new girl friend, next the previous entity is more enlivened and brings a new entity to the game.

fantasy A genre of game that typically involves characters and events of a medieval time period and includes elements such as mythical creatures, treasure, wizards, etc.
-UIP controls degree ('score) to which fantasy deviates from normal/known/other reality.

first-person Vantage point as seen through the eyes of the game's main character. Often used in FPS ("first-person shooter") games.
-1st person can alter/'edit uip of game's other characters, inventions, animals..
-1st person's view is uip altered [as if they're on drugs].
-1st person gets another entity's view. Helps entity 'predict [the other player's uip].
-'boss can kick 1st person/player into 3rd person perspective. Like wise UIP can effect 1st, 2nd, 3rd... person [hind-site / for-site] perspective.

Gambling: game gambling. Effects tailored to user.
.-Details: Greater 'scores equates with greater winnings. Can bet on [other player's] game 'scores. Gambling game effects 'tailored [to player tastes]. Type awards 'tailored to: player, type game, W5 (what, where, when, why and how) points 'scored.
-'Easter Egg – 'Game: guess which egg / 'accessible object / 2 dimensional square [on grid] has the award [related info], results in gambling winning. Pay for [each time player guesses if 'thing is the right won to win].
-'Effects based on 'scores: more dazzled/'edited effects occur when player wins/loses a score/game.
-'Tailored 'Effects: any effect in [traditional casino type] game is 'edited to player/gambler's tastes.
-'Geodashing: [win chance of] getting to 'designated store/reward pick up point/Starbucks; then get [free coffee, or café latte for greater 'scores].
. Ways of paying to gamble / generate revenue & profits. Pay for each: shot; minute of game/live action; mistake / accident / loss [allowing players (who pre-registered w/ credit card) to start at zero money put in to start]; get a new life.
-EGH: 'scores for winning tied to user's ability.

Geodashing Sport whereby waypoints, or dashpoints, to be reached are randomly selected. See also Geocaching. Both at wikipedia.org/wiki/geodashing

FMV full-motion video: An animated video intermission within a game; typically used to narrate the story of the game, reveal secrets, paths or information crucial to your character's survival. The animation typically seen during a cut-scene.

-time for player to play with UIP options / UIP info input; or learn about (their) UIP (options) (in the game).
-'education [edg, tgh] can give 'guidance then. Learn from answers. Player given questions/suggestions about how they could have played better/*worse.

* genre A category a game fits into, such as fighting, driving, action, puzzle, 'gambling. Games within a genre generally share similar styles of gameplay, goals and characters. Our games usually encompass multiple genres.
-genres from our (game) inventions: Game Therapy , Therapy Game , Educational Game , Game Tailoring

geodashing mobile sport in which players use GPS or other 'Positioning System [receivers]. Waypoints to be reached can be randomly selected. Win goes to player[s] with most dashpoints in a given time. www.en.wikipedia.org/wiki/Geodashing
-each 'zone has associated ['accessible] functions / ['game] abilities/powers. Player[s] [in multiple 'zones simultaneously] get/give/lose power for themselves/other [players] according to any 'designated behavior/action characteristics of player[s]/'things/scenarios/what uip [seeks to 'educate/adjust/'guide] for anyone.

* hack 'n' slash A genre of game - typically labeled action or adventure; whose gameplay consists of characters using various weapons to battle their way through countless enemies to reach a goal.
-Characters, weapons, elements of battlefield (walls, doors, tunnels) have 'editable 'characteristics. Each characteristic when confronting another characteristic (character, weapon, element) has a 'designated 'reaction. Like chemistry, combinations of elements result in set (color / characteristic). EG: only a red sword can break open green doors, where upon sword man's ability to see through walls increases.

HUD (heads up display) Used most commonly in first person games, the heads up display refers to (uip) information appearing (and or experienced) on the screen such as life meter, level, weapons, ammo, map, (plus uip-database info of (all) players (particularly the (easily) reprogrammable characteristics), etc.

intro sequence A typically short animation shown at the beginning of a game when it is first loaded. The animation often introduces characters from the game and sets up (the uip options for) the storyline to follow.

isometric view A game's overhead, angled vantage point; also known as view.
-each character/uip-characteristic can have its own (isometric/(shaded)color/type sound) perspective.
-can be 'edited like we explained in 'game's "1st person".

joystick An analog or digital controller that consists of a base unit, stick and button(s).
-each uip-characteristic interprets joystick and (other human control functions) in a unique way.

lighting effects Special effects used to set mood, control the appearance of objects and re-create atmospheric conditions, such as fog, daybreak and night.
-uip controls all game effects: 'lighting perspective [intensity, color, direction, beam size/coverage, how it follows the 'entity, on/off features].

* lives In some games this measures how long you have left to play. The number of lives or a life meter gives you an idea of how many mistakes you can make before needing to restart from given areas.
-the better (the player helps) match uip-info w/ what player needs (to learn/better function), the (easier it is to get more lives).

* morphing An animation technique used to transition between two shapes or images such that the first appears to change into the second.
-uip can use morphing to emphasize uip's presence during any game sequence(s), eg: pop eye changed upon eating spinach, then morphed back.

motion capture A technology that digitizes the actual motions of a human being or animal and then transfers it into 3D animated models (after uip 'image/characteristic 'editing).
-another example of bridging real life with (UIP) gaming
-user's motion's impacted 'game play: rf/rfid identifier.
-the motions selected and or their interpretations are uip controlled.
-PS [positioning device] movement is capturable. Speed of entity's [real life movement] tailored: speeds/slows 'designate player(s).
-use someone else's PS ('positioning system) 'tracked movement, eg: where co/governments president moves/moved/is.

* 'multiplayer games Games that allow more than one person to play at the same time.
-advanced uip programming allows each player and their uip to 'interact (favorably for each player's uip designated needs).

* multiprocessing The ability of a system that contains more than one processor to simultaneously execute separate (UIP) processes on each.

* multitasking The ability of an operating system to execute two or more (UIP) processes simultaneously.

power-up An object (such as (UIP), a (UIP) health packet and or (UIP) weapon) within a game that, when picked/(touched/looked) up by a player, gives special powers or extra lives (to player and or their power-up uip).

* preview A non-critical account of a game prior to its release that highlights the anticipated (UIP) features composing a game.

puzzler A genre of game in which puzzles are solved by manipulating geometric shapes.
-uip 'edits (the 'images/'osc of) each (puzzle) object (and how multiple objects 'interact). (Designed to maximize (therapeutic/'tgh/'egh) value.

real time When events occurring in a game appear to happen in time corresponding to real life. For example, one hour of playing the game equals one hour of events in the lives of the characters and the environment of the game.
-bridges UIP with real life.
-Sim games: simulate an entity, city – tailor the simulation.

RFID Radio Frequency ID / Positioning device: states (who/what) is there W5. Interchangeable with RFID/GPS. User carries (invisible) RFID with own UIP functions. Can usually replace RFID with our 'PS (Positioning System).

RPG role-playing game. Player develops (uip) intelligence and (uip) skills by collecting points and solving puzzles. UIP helps construct the [menu for] role(s) to be played. The built up attributes from points earned are 'tailored.
-Elements effecting RPG's characteristics: any digitizable info, eg: boss, other entities, environmental, [weather / geographical (terrain/zone)] conditions, 'score of [any] entity, stated goals, uip for other entities.
-Have an RPG 'agent. Be an 'agent of an RPG. The avatar/RPG/uip/score of one situation/game can be transferred to another game/situation.
-any digitized element can be RPG 'tailored.
-the real life temperature / climate of player 'tailors 'games temp/climate. When it rains loud outside, the game has heavy rain, and rules/game parameters change accordingly.

shooter A game where the object is to destroy enemies by shooting, while also (through uip better) avoiding enemy fire (or attack/aggression/gain/deception). Typically through a first-person perspective and are commonly referred to as FPS or "first-person shooters."

simulator/sim A game genre that replicates actions of "real" life.
-bridging games with UIP

therapy games Games which are therapeutic.

-Games (automatically tailored/created) for user and (offers therapy ('therapy get harder - TGH) and 'education ('EDG). Ideal for specific behavioral issues. Tough getting people to sometimes commit to therapy, but a game helps. Problems to address include: childhood / adult's issues from ADA to being irresponsible; and criminal / physical / occupational / career rehabilitation.

third party A software company that produces games for another company's console.
-different types of UIP related functions can be 'cartridges for addressing the 'designated need.

Terms - Generally Non-Part-Like Terms Defined & Expanded: from Steve Kays. Parts or terms can be replaced with others in the same group:
-Entity: PC (Player Character). Might include: *good guy, *boss, *villain, *bad guy, 'boss, 'agent
-'Game: 'educational method for 'guiding players.
-Interact: how player interfaces / plays with game
-Invention: object, tool, device, product, %obstruction with powers; one of our ('Peter) inventions [as demonstrated in (our) games]. Inventions too costly to research or build might stay in the 'game reality [for now].
-Player / User: 'Entity, 'Character ('editable cartoon 'image), person
-PVP: Player Versus Player game
-Real Life: Real world that can also be outside a game reality.
-'Tailor: adjust, UIP-Tailor
-Thing: 'thing is any animate or inanimate thing. player, 'entity, 'invention
-UIP might include: 'tailored, 'tailoring, adjusting to, UIP Input, match. See many huge related descriptive files.

Concludes File: Parts/Parts Ga Common

File: Parts/Parts RPG Plot List

LIST OF GAME PLOTS - ESPECIALLY FOR RPG

Includes UIP Functions for All Games; 'Edit 'Behavior, and 'Game 'Educate; and Related (Simulated) Real Life Scenarios.

Expanded List Version

Introduction To UIP's Functions As Applicable In Game Plots Below:

-Difficulties PC's (Player Characters) encounter are matched to the PC's profile/character. The 'interaction 'Educates player.

-The known or perceived character of players, are used against/for either opponent. UIP helps suggest what the opponent's characters are/can do/can 'react; allowing winner of the info a better chance to gain points.

Parts: 'Edit 'Behavior, and 'Game 'Educate: Has players 'interact in manners to their promote positive behaviors. EG:

-Stop: smoking or taking harmful drugs; over eating; poor driving [while intoxicated] and used as part of rehabilitation program; poor school work study habits; breaking rules/laws; other poor behavior, poor characteristics

-Promote / Foster: cleaning one's room/home/office/desk; greater [mind (to), hand] agility; musical playing/singing skills; [video/chess] game skills; math abilities; any type of high school or college study material – player can have a [semi] [real] life scenario about the topic being studied.

-Useful for any person/player/entity needing to learn: kids (learning from UIP inputted by parents, etc); [juvenile] delinquents [bored in their cell with no TV or other games to play]; criminals; [mentally] handicapped people...

-the two word terms might be in opposite word order, eg: 'Behavior 'Edit; and 'Educate 'Game. Sometimes only one of the two words/part names might be used, suggesting the scope of function herein.

Plots

Treasure Hunters

The Players are treasure-hunters, who have caught wind of a treasure-laden ruin. They go to explore it, and must deal with its supernatural denizens to win the treasure and get out alive.

'Game Variations: The treasure itself is something dangerous. The treasure isn't in a ruin, but in a wilderness or even hidden somewhere "civilized." The treasure is someone else's rightful property. The treasure can be its own 'agent.

UIP Functions ('Edit'Behavior / 'Game'Educate): Steal something associated with a bad characteristic-trait [harmful drugs; thieve's tools; fattening foods]; and suffer the consequences ['reacts].

Don't Eat The Purple Ones

The Players are stranded in a strange 'zone, and must survive by finding food and shelter, and then worry about getting back home.

'Game Variations: The Players must survive only for a short period of time, until help arrives, the ship and/or radio is repaired, or some such thing (in "repair" scenarios, sometimes the Players must discover some fact about the local environment that will make such repairs possible).

UIP Functions ('Edit'Behavior / 'Game'Educate): "purple ones" associated with bad characteristics, like our treasure hunters game feature.

Elementary, My Dear Watson

A crime or atrocity has been committed; the Players must 'analyze and solve it. They must interview ['interact] witnesses (and prevent them from being killed), gather clues (and prevent them from being stolen or ruined). They must then assemble proof to deliver to the authorities, or serve as personal ministers of justice.

'Game Variations: The Players are working to clear an innocent already accused (possibly themselves). The Players must work alongside a special investigator or are otherwise saddled with an unwanted ally. Maybe, midway through the adventure, the Players are "taken off the case" - their invitation/authority to pursue the matter is closed (often the result of political maneuvering by an antagonist). The climax is a courtroom scene or other arena of judgment.

UIP Functions ('Edit'Behavior / 'Game'Educate): The crime is an action related to a bad behavior trait.

Escort Service

The Players have a valuable ['Peter based] invention or person, which needs to be taken to a safe place or to its rightful owner, etc. They must undertake a dangerous journey in which one or more factions (and chance and misfortune) try to deprive them of the thing [our invention] in their care.

'Game Variations: The thing or person is troublesome [unhealthy behavior], and tries to escape or sidetrack the Players. The destination has been destroyed or suborned by the villain, and the Players must take upon themselves the job that either the destination or their charge was meant to do when it got there. The person is a person attempting a political defection. Safe arrival at the destination doesn't end the story; the Players must then bargain ['interact] with their charge as their token (exchanging money for a hostage, for instance). The Players must protect the target without the target knowing [being 'notified] about it.

Get the Flag

The Players must secure a military target for the good guys. There are villains there that prefer it not be secured.

'Game Variations: Players assemble and/or 'educate a force to do the job with them. The Players are working with flawed intelligence ['analyzer] and the target 'zone isn't as described. The Players must 'coordinate their own efforts with an ally group (possibly putting aside rivalries to do so). The target 'zone includes a population of innocent people, fragile ['Peter] inventions, or some other precious thing that mustn't be harmed in the crossfire.

UIP Functions ('Edit'Behavior / 'Game'Educate): Villains practice poor behavior.

Help is Coming

A person (church group, nation, galaxy) is in a hazardous situation they can't survive without rescue [to get 'access to destination]. The Players are on the job. In some scenarios, the hook is as simple as a distant yell or crackly distress signal [from a 'notifier].

UIP Functions ('Edit'Behavior / 'Game'Educate): help comes when players [figure out / 'guided into] take on good behavior.

Hidden Base

The Players, while traveling or exploring, come across a hornet's nest of villains, preparing for Big Badness. They must either find some method to get word to the good guys, or sneak in and disable the place themselves, or a combination of both.

'Game Variations: The Players must figure out ['analyze] how to use local resources [in 'data base] in order to defend themselves or have a chance against the inhabitants [or 'access escape route(s)].

UIP Functions ('Edit'Behavior / 'Game'Educate): get to hidden base via practicing good behavior.

I Beg Your Pardon?

The Players are minding their own business when they are 'notified then attacked or threatened. They don't know [via 'analyzer] why. They must solve ['analyze] the mystery of their attacker's motives, and in the meantime fend off more attacks.

'Game Variations: The Players have something that the villains want - but they don't necessarily realize it. The villains are out for revenge for a poor behavior, and or dead compatriot [who died as a 'reaction to an entity's poor/good behavior] from a previous adventure. The villains have mistaken the Players for somebody else [with good/bad behavior].

UIP Functions ('Edit'Behavior / 'Game'Educate): players learn to identify what the bad / good behaviors are; and by changing it; they win points.

Long Or Short Fork When Dining On Elf?

The Players are a diplomatic vanguard, trying to open up (or shore up) either political or trade relations with a strange culture. All they have to do is manage for a day or so among the strange customs without offending anybody . . . and what information they have is both incomplete and dangerously misleading.

'Game Variations: The Players were chosen by somebody who knew they weren't prepared for it - an NPC trying to sabotage the works (pinning this villain might be necessary to avert disaster).

Look, Don't Touch

The Players are working surveillance - spying on a person, gathering information on a beast in the wild, scouting a new sector. Regardless of the scale, the primary conflict (at least at the start) is the rule that they are only to watch, listen and learn. They are not to make contact or let themselves be known.

'Game Variations: The target gets itself in trouble and the Players must decide whether to break the no-contact rule in order to mount a rescue.

Making A Safety 'Zone

There is a 'zone where bad things live. The Players must make it safe for nice people, systematically clearing it of danger.

'Game Variations: The bad things can't be beaten with direct conflict. The Players must learn more about them to solve the problem. The Haunted House. The Alien Infestation. The Wild Forest.

Manhunt

Someone is gone: they've run away, gotten lost, or simply haven't called home in a while. Somebody misses them or needs them returned. The Players are called in to find them and bring them back.

'Game Variations: The target has been kidnapped (possibly to specifically lure the Players). The target is dangerous and escaped from a facility designed to protect the public. The target is valuable and escaped from a 'zone designed to keep him safe, cozy, and conveniently handy. The target has a reason for leaving that the Players will sympathize with. The target has stumbled across another adventure (either as protagonist or victim), which the Players must then undertake themselves. The missing "person" is an entire expedition or pilgrimage of some kind. The target isn't a runaway or missing/lost - they're just someone that the Players have been hired to track down (possibly under false pretenses).

Missing Memories

One or more of the Players wakes up with no memory of the recent past, and now they find themselves in some kind of trouble they don't understand. The Players must find the reason for the memory lapse, and solve any problems they uncover in the meantime.

'Game Variations: The forgetful Players voluntarily suppressed or erased the memories, and they find themselves undoing their own work.

Most Peculiar, Momma

Something both bad and inexplicable is happening (racial tension is being fired up in town, all the power is out, the beer supply is drained, it's snowing in July, Voyager still has fans, hordes of aliens are eating all the cheese), and a lot of people are very troubled by it. The Players must track the phenomenon to its source, and stop it.

'Game Variations: The Players are somehow unwittingly responsible for the whole thing. What seems to be a problem of one nature (technological, personal, biological, chemical, magical, political, etc) is actually a problem of an alternate one.

No One Has Soiled The Bridge

The Players are assigned to guard a single vital spot (anything from a mountain pass to a solar system) from impending or possible attack. They must plan their defensive strategy, set up watches, set traps, and so on, and then deal with the villain when it arrives.

'Game Variations: The intelligence the Players was given turns out to be faulty, but acting on the new information could result in greater danger - but so could not acting on it, and the Players must choose or create a compromise. The Players learn that the villain has good and sympathetic reason for wanting to destroy the protected spot.

Not In Kansas

The Players are minding their own business and find themselves transported to a strange 'zone. They must figure out where they are, why they are there and how to escape.

'Game Variations: They were brought there specifically to help someone in trouble. They were brought there by accident, as a by-product of something strange and secret. Some of the Players' enemies were transported along with them (or separately), and now they have a new battleground, and innocents to convince which guys are the good guys.

Now or Later?

Villains have arrived and done some bad guy things. The Players were unaware. The villains have now made good their escape, and the Players have caught wind of it in time to chase them down before they make it back to their lair, their home nation, behind villain lines, etc.

'Game Variations: The villains escaped by stealing a conveyance that the Players know better than they do. The villains duck down a metaphorical (or literal) side-road, trying to hide or blend into an environment (often one hostile to the Players). If the villains cross the adventure's "finish line" (cross the county line, make the warp jump, etc.) there's no way to pursue them beyond it.

UIP Functions: villains suffer in ways associated with what they stole, eg: stealing drugs and having overdoses, or vehicle crashes from intoxication. 'Educates kid players better behavior. Kid's can't get back home because they were careless/doing bad behavior which allowed the theft.

Ounces of Prevention

A villain or organization is getting ready to do something bad, and the Players have received a tip-off of some sort. They must investigate to find out more about the caper, and then act to prevent it.

'Game Variations: The initial tip-off was a red herring meant to distract the Players from the actual caper. There are two simultaneous Bad Things on the way, and no apparent way to both of them - how to choose?

Pandora's Box

Somebody has tinkered with Things Man Ought Not, or opened a portal to the Mean People Dimension, cracked a wall at the state prison, or summoned an ancient Babylonian god into a penthouse. Before the Players

can even think of confronting the source of the trouble, they must deal with the waves of trouble already released by it: monsters, old foes out for vengeance, curious aliens who think cars/citizens/McDonald's hamburgers resemble food, and so forth.

'Game Variations: The Players can't simply take the released badness to the mat; they have to collect it and shove it back into the source before it the adventure can really end. The Players are drawn in to the source and must solve problems on the other side before returning to this one. A secret book, code, or other rare element is necessary to plug the breach (maybe just the fellow who opened it). A close cousin to this plot is the basic "somebody has traveled into the past and messed with our reality" story.

Port in a Storm

The Players are seeking shelter from the elements or some other threat, and come across a 'zone to hole up. They find that they have stumbled across something dangerous, secret, or supernatural, and must then deal with it in order to enjoy a little rest.

'Game Variations: The shelter contains the cause of the threat the Players were trying to avoid. The shelter houses a Hidden Base (q.v.). The Players must not only struggle for shelter, they must struggle to survive. The 'zone is a legitimate shelter of some kind, but the Players are not welcome, and must win hearts or minds to earn their bed for the night.

UIP Functions: port represents player's needed 'education; improve needed skills/info later in game, eg: weaknesses of villain's agents' skills in the port.

Quest For the Sparkly Hoozits

Somebody needs a dingus (to fulfill a prophecy, heal the monarch, prevent a war, cure a disease, or what have you). The Players must find a dingus. Often an old dingus, a mysterious dingus, and a powerful dingus. The Players must learn more about it to track it down, and then deal with taking it from wherever it is.

'Game Variations: The dingus is incomplete when found (one of the most irritating and un-fun plot twists in the universe). Somebody already owns it (or recently stole it, sometimes with legitimate claim or cause). The dingus is information, or an idea, or a substance, not a specific dingus. The Players must "go undercover" or otherwise infiltrate a group or society, gaining the dingus by guile or stealth.

Recent Ruins

A town, castle, starship, outpost, or other civilized construct is lying in ruins. Very recently, it was just dandy. The Players must enter the ruins, explore them, and find out what happened.

'Game Variations: Whatever ruined the ruins (including mean people, weird radiation, monsters, a new race, ghosts) is still a threat; the Players must save the day. The inhabitants destroyed themselves. The "ruins" are a derelict ship or spaceship, recently discovered. The "ruin" is a ghost town, stumbled across as the Players travel - but the map says the town is alive and well.

Running the Gauntlet

The Players must travel through a hazardous 'zone, and get through without being killed, robbed, humiliated, debased, diseased, or educated by whatever is there. The troubles they encounter are rarely personal in nature - the 'zone itself is the "villain" of the adventure.

'Game Variations: The 'zone isn't dangerous at all, and the various "dangers" are actually attempts to communicate with the party by some agent or another.

Safari

The Players are on a hunting expedition, to capture or kill and elusive and prized creature. They must deal with its environment, its own ability to evade them, and possibly its ability to fight them.

'Game Variations: The creature is immune to their devices and weapons. There are other people actively protecting the creature. The creature's lair allows the Players to stumble onto another adventure.

Score One for the Home Team

The Players are participants in a race, contest, tournament, scavenger hunt or other voluntary bit of sport. They must win.

'Game Variations: The other contestants are less honest, and the Players must overcome their attempts to win dishonestly. The Players are competing for a deeper purpose than victory, such as to keep another contestant safe, or spy on one, or just to get into the 'zone where the event goes down. The Players don't wish to win; they just wish to prevent the villain from winning. The event is a deliberate test of the Players abilities (for entry into an organization, for example). The event becomes more deadly than it's supposed to.

Sneaking In:

Mission objective: enter the dangerous 'zone, and retrieve the vital dingus or valuable person. Overcome the 'zone's defenses to do so.

'Game Variations: The goal is not to extract a thing, but to destroy a thing or interfere with a process (kill the force-screen generator, assassinate the evil king, stop the spell from being cast, wreck the invasion plans, close the portal). The goal has moved. The goal is information, which must be broadcast or otherwise released from the 'zone as soon as it is found. The job must be done without alerting anyone. The Players don't know the 'zone is dangerous. The Players must replace the thing with another thing.

Stalag 23

The Players are imprisoned, and must engineer an escape, overcoming any guards, automatic measures, and geographic isolation their prison imposes on them.

'Game Variations: Something has happened in the outside world and the prison security has fallen lax because of it. The Players have been hired to "test" the prison - they aren't normal inmates. Other prisoners decide to blow the whistle for spite or revenge. The Players are undercover to spy on a prisoner, but are then mistaken for

real inmates and kept incarcerated. The Players must escape on a tight schedule to get to another adventure outside the walls.

Take Us To Memphis And Don't Slow Down

The Players are on board a populated conveyance (East Indiaman, Cruise Ship, Ferry, Sleeper Starship), when it is hijacked. The Players must take action while the normals sit and twiddle.

'Game Variations: The "hijackers" are government agents pulling a complicated caper, forcing the Players to choose sides. The hijackers don't realize there is a secondary danger that must be dealt with, and any attempt to convince them is viewed as a trick. The normals are unhelpful or even hostile to the Players because they think the Players are just making matters worse.

Tricky Blackmail

Usually through trickery (but sometimes by digging into the Players' past), an antagonist has something to hold over the heads of the Players and make them jump. This could be any kind of threat from physical to social, but it depends on the villain having something - even if it's information - that others don't have. Now, he is pulling the strings of the Players, telling them to do things they don't want to. The Players must end the cycle of blackmail, deprive the villain of his edge, and keep him temporarily satisfied while doing it.

'Game Variations: The adventure hook involves the Players doing the villain a good turn, which allows him to take advantage of them (very cynical!). To succeed, the Players must contact other folks that are also being used. The Players aren't the victims at all, but somebody they care about/are charged to protect, is.

Troublemakers

A bad guy (or a group of them, or multiple parties) is kicking up a ruckus, upsetting the neighbors, poisoning the reservoirs, or otherwise causing trouble. The Players have to go where the trouble is, locate the villains, and stop the party.

'Game Variations: The Players must not harm the perpetrator(s); they must be bagged alive and well. The villains have prepared something dangerous and hidden as "insurance" if they are captured. The "bad guy" is a monster or dangerous animal (or an intelligent creature that everybody thinks is a monster or animal). The "bad guy" is a respected public figure, superior officer, or someone else abusing their authority, and the Players might meet hostility from normally-helpful quarters who don't accept that the bad guy is bad. A balance of power perpetuates the trouble, and the Players must choose sides to tip the balance and fix things. The "trouble" is diplomatic or political, and the Players must make peace, not war.

Uncharted Waters

The Players are explorers, and their goal is to enter an unknown territory and scope it out. Naturally, the job isn't just going to be surveying and drawing sketches of local fauna; something is there, something fascinating and threatening.

'Game Variations: Either the 'zone itself is threatening (in which case the Players must both play National Geographic and simultaneously try to escape with their skin, sanity, and credit rating) or the place itself is very valuable and wonderful, and something else there is keen on making sure the Players don't let anyone else know. Other potential conflicts involve damage to the Players' conveyance or communication equipment, in which case this becomes Don't Eat the Purple Ones.

We're On The Outside Looking In

Any of the basic plots in this list can be reengineered with the Players on the outside of it. Either the Players are accompanying other characters in the midst of such a plot (often being called on to defend the plot from the outside, as it were), or they are minding their own business when the others involved in the plot show up, and must pick sides or simply resist. For instance, with Any Old Port In The Storm, the Players could already be enjoying (or native to) the shelter when a strange group arrives. If the "the Players are unwelcome" variant is employed, then perhaps the Players will be the only voice of reason to still the religious fervor, racial prejudice, anti-monster sentiment, or whatever else is the source of conflict.

'Game Variations: The Players find themselves on the receiving end of the adventure. Take any of the plots here and reverse them, placing the Players in the position where NPlayers (often the villain, fugitive, etcetera) normally are. Instead of hunting, they must be hunted. Instead of fixing, they must avoid getting "fixed" themselves (ow). Alternately, leave a classic plot intact but turn the twists upside down, making them twistier (or refreshingly un twisty).

File: Parts/Parts RPG Plot List Concluded

File: Parts/UIP Big Facets *Ga

UIP - BIG FACETS (OF *GAMES)

Introduction: Aspects of inventions, that aren't easily categorizable into our part names.

What Can Be 'Tailored:

Tailorable [Game] Feature Variations: anything in the game that is programmed in [and which appears] [to the user] can be 'edited/'tailored. Passive tailoring creates results players are not/less able to control. Active tailoring includes: what player told UIP-Input that player wants; or how player [with their fair direction] controls other characters – like their names, occupations, skills, ability to advance [in group]...

Examples:

-Visual ['visual recognizer]: 'images that are 'edited [in motional ('tracked) algorithm].
-Audio - Voice/Sound of: characters/'things/weapons ['sound recognizer]:
-Style/speed of movement [of characters / games / plot / 'things]. Length/direction of scene/plot/'game. One UIP will take 'character "A" into window "1" scenario/action, while 'character "B" experiences/plays in window "2"; "C" loses game [and is kicked out]; "D" gets reborn from zombie state and goes into window "2" or "3" based on UIP; "E" goes from window "4" to "2" then "5" then...; "F" starts 'game at window "6" [after completing another [(semi/un)related 'game].
-Terrains/'zones like: [French] city; Riviera or similar California hills semi-arid terrain; Amazon jungle; Iraq desert; university/school; [outer] space; company [head quarters]; [pet] hospital; [toy] [robot factory...
-Shapes [rounded, sharp or smooth edged]; sizes.
-Color(s)
-Texture
-Dermatological: hair, skin, nails and their condition/style/how 'tailored [by character, eg: hair blow drier or nail polish]
-Vegetation:
-Other elements effecting the look / feel / characteristics of 'inventions/obstacles/characteristics
-dimension, 1D, 2D, 3D, 4D... with dimensions for time / [changing] color / culturally bound thought/behavior patterns [and 'predicted in 'association].
-Time [(anywhere) in past/future]: 'designated [historical] times might be 'associated with player's uip, [so player/character is 'routed there accordingly].
-[geographical / 3D] 'zones [in conjunction with 'w5]:
-Speech: diction, words, [grammatical / idiomatic] styles of speech; dialects; male/female/animalistic voices/sounds; game play focus
-Facial/Body expression/movements: the slightest twitch of a facial/*body expression can convey much about the character's 'mood, and intern effect the 'mood of others [in the game]. Different type movements are 'associated [by player's ('analyzer)] as conveying one to an infinite number of meanings / info leading to 'predictions [for behavior].
--'track/'behavior analyze different movements related to [real person movements]. *See Softimage's Face Robot designed with Mike Isner, and Softimage's Flagship XSI.
-Specific cultures, sub-cultures, and or regional effects on [expected / 'predictable] human/'thing behavior.
-'Mood in player / 'character: feelings include: happy, sad, angry, frustrated, ambitious, desire to rescue boy/girl, humility. Feelings can be good/bad as rewards/punishments related to game awards or punishments [loss of points/lives]

[Game Software] Resource Management/Economic Usage:

Reducing Taxation On [System(s)] that help 'tailor:

-Altering [just] color of hair, skin, clothing, eyes, or anything else in 'game is less taxing on 'game memory, programming time/issues, etc.
-Tapping into effects from other 'associated 'games [from same publisher on same computer]. Borrow a special tool player likes in one game and bring it into the other [after it's (somewhat) modified].

Requires More Taxation:
-Body and [subtle] facial movements.
File: Parts/UIP-Input *Ga

UIP-INPUT: DETERMINING USER PREFERENCES

[Step 1] How 'Behavior Analyzer ['BA] determines player's/user's tastes:
-Plot: Player given option of selecting team-mate[s] from line up. Each potential team mate has very different features, eg: choose between brunette or blond girls/guys which are tall/short and or clever/loving and passive/aggressive and older/younger, etc. Player chose tall semi curvaceous blonde.
--player shoots one or more of [5] villains [somewhat] lined up in a row [all equally easy to hit/'tag/'track/'edit] [and approaching player / chosen team mate(s)]. Player hits it/them [getting points].
-Notes: the first characters they pick/hit/tag are likely to have greater emotional charge for player, eg: they chose blonde girl team mate; and for villain the green gorilla [having more impact than the black bear or purple tiger (for whatever psychological / historical experience related reasons)].

[Step 2 continuing Step 1 plot above] Making UIP Tailoring's Effects less obvious to others [user]. Different files are created for each character/scene option that's 'tailorable:
-A Blue green orangutan [similar (enough by UIP 'score) to gorilla] is seen kidnapping a curvaceous medium tall, semi dark blonde [with other features somewhat differing girl chosen in above scenario].
-Player / parent who bought the game might not recognize the connection between the ape and blond like characters that pop up in [infinite] numbers of variations.

User's photo is 'visually recognized. [Close up] pictures/'tracking of each body part, of user/their friends and of their faces/[naked] bodies, while [moving in common patterns/actions]. Then it can be 'associated with 'designated 'game features. EG:
-as studies show people often prefer the opposite complexions in others, blond users are 'interacting with dark complexioned 'characters
-'characters [roughly] 'match user's visual/behavior profile.

Sound (Voices/ Music):

-'Characters/'inventions player chose to 'interact with more [than other characters/options] [can be] considered to possess sound/music parameters better matching player's tastes.
-Stereotyped / realistic sounds of what an entity or 'thing [may likely] sound like in [past games/real world] will have their 'associated sound as having a likely sound preference in player, even if player hasn't/won't hear them. EG: a farmer in Alabama is presumed as having an 'associated southern accent, diction, behavior/thought pattern that is culturally bound (see Kays' other writings on this sociological concept). Or mean faced [dark and red colored] character [with frown and unshaved face] has harsher voice than young sweet looking [as 'visually recognized] princess [wearing white and pink].

UIP-Input Sources [Outside] Applicable Game(s):
-Player preferences from past 'games, or any other 'accessible UIP-Database.
-Player answers 'Q [long questionnaire]. Questions include:
--Player giving 'score to each 'game they played [from menu option] which next leads to their 'scoring each player/'invention/feature. This is 'matched with the UIP-Info for each 'game / its players and features. While this matching may be less than perfect, 'predict will help fill unknown info gaps; so the option feature in the game [being played] which best matches will come up [unless other stronger programming parameters dominate, such as giving player the opposite of what they like for punishment].
--Player's preference for ranges and types of color/sound/vibration/smell [which 'sensor can also 'analyze/'score for the type sensation – to help repeat/'associate with chosen selection with what player can experience [in game].
--How player's friends/human opponents rate/'score player on any ratable feature/preference [as described in this patent application].
--UIP-Analyzer can 'edit user's answers if it deems what they actually prefer [in game performance/other sources] doesn't well 'match what they said they preferred [so they might be politically correct / because they lives in false illusion / they select what they feel they ought to select but emotionally prefer something different].

'Association process between what 'analyzer believes player may prefer usually works with many unknown factors, and for which it may 'predict what it [may] not know/be good at 'analyzing [for that player/'game/scene/'invention function].

Inputs from any type of digitizable data:
-Computer cookies; 'PS; wire[less] communications; [tel] caller id; computer text messaging; 'audio / 'video recognizers; words spoken anywhere [into air / oline] and converted digitally into text; 'visual recognizer converting info into text/info; actual video and audio content; 'data bases; sill images; any type digital data; 'sensor data; your/other's resume/detailed work history; 'behavior analyzer / psych test results; iq tests.

-Facial expressions [of users] are 'visually recognized, and 'associated [TDS] with simultaneously occurring ['game / computer interface] events. This shows what facial expressions in user ties with what types of [anticipated] emotions in 'entity being viewed. Confirmations for these 'associations: user feedback; choices player later makes between different elements should be related to their preferential 'score for that item, and if not 'editing of UIP is needed [by averaging] 'scores between what has the questionable 'scores.
-'Voice Recognizer associates speaker's mood [w/ 'behavior analyzer] with what they say, and 'react to. System associates spoken words with emotions attached to the words themselves, plus the associations attached to the words used in 'reaction to the words heard.
File: Parts/Upgrade Other's Ga

[Plug In] Inventions Based On Existing Games
[UIP] Game Upgrade Idea Examples
Examples From Co's w/ Booths at Game Developers Conference in San Jose, CA March 2006

Order For How Info Presented: 1: Company Name 2. Video Game Title. One co can have multiple titles. 3. Partial description for aspect(s) of their game. 4. Our inventions made to (their) 'game, including what's in #3's partial description.

1. AmazeEntertainment.com tel 425-825-6800
-2. Heroes of Might & Magic 3. Their game's "resources to capture to build power. 4. Our improvement: UIP decides what the resources are and how applied.
-2. Samurai Jack: The Shadow of Aku: 3. [Jack] exiled to future [by]. 4. Future's theme / style / 'things are uip tailored. 3. Mystical time portal. 4. 'access requirements are uip tailored. Experience is uip tailored. 3. Things stand in [his] way. 4. 'tailored 'things obstruct/'interact [harmfully]. 3 learn to use weapons. 4. 'educational process 'guided to 'educate user [for real life related (social) skills].

1. Auran Games. Auran.com/games +61 7 3358 8888 Australia
-2. Neighbors from Hell. 3. Real neighbor from hell. 4. Fits description(s) of type person/neighbor they most dislike. 3. Have your revenge, with ever more elaborate tricks 4. In manner that: a. is what you fear would most likely happen to you, b: experiences you've seen/experienced before (on tv), c. tricks player has played/enjoyed/fantasized before [in previous games]. 3. Prestigious awards 4. Related to how player visualizes awards/points be best made / while playing a famous celebrity.

-1. BioWare Corp Bioware.com 780-430-0164 Edmonton, Alberta
-2. MDK. 3: controlled in a [3rd person] perspective, 4. Or any other perspective/vantage. 3. snazzy suit gave him powers, 4. which can change 'tailored clothing [for 'edited powers].

Concludes File: Parts/Upgrade Other's Ga

CONCLUDES THIS GAME SECTION (FOLDERT)

File: Features Intro / Guide

'GUIDE

'Guide is a subset of the part 'Educate.

INTRODUCTION: Suggests how user might proceed. System guides / prompts u for when / how (w5) they can be "educated". Subset of: "Education, "UIP-Tailor", "Question".

-See: "Artist's Guide", "Access' Guide"; "Game's Guide".

. What u can be "guided" on:

-body movement (dance, sports, physical therapy; see older KN)

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GENERAL:

. Applications: in demonstration models= used at `point of purchase' situations.

. Responds to how often 'guidance is used: System determins W5 and the degree to which user is or is not responding to 'guide, or uip-tailor [generated alterations/'editions]: in tern= 'guide will adjust accordingly.

-Examples: 'guidance's aspects, such as their suggestions that are or aren't utilized / clicked on [sw]= are in future [de] emphasized accordingly.

. 'Guide adjusts itself to user's needs. UIP-Tailor.

. Ways to expand patentable areas: applications

. Applications:

-'Virtual Reality training, eg: vehicle or flight simulators:

-Skill based 'games:

-How user can use/interpret [uip-tailored] information provided by computer:

. 'Guide integrates and or overlaps these parts: 'Edit, (Strongly Overlaps 'Educate), 'EGH (Educ Gets Harder), 'Interact, 'Predict, 'Seek & React, 'TGH (Therapy Gets Harder), 'ADAPT (UIP)-Emergence (2G180), 'UIP Tailor. See 2G190: 'Guide punishes or rewards based on good behavior [in 'games].

'GUIDE PARTS:

BEHAVIOR ANALYZER: 'Guide adjusts to type behavior of user. People/users are slotted into one of 100 behavior categories, eg: cerebral and managerial and attentive to detail; or lazy and low interested entry employee with 2 years related work experience.

.-level or expertise and or type language in 'guide (portion of) program are uip-tailored accordingly; the degree of subject matters / files are adjusted.

.-'guide determines type material / 'education user needs/prefers= teaches it.

-'guide tracks [predicts] user's learning process/curve= and adjusts itself.

-system determines trouble user is having: then brings tools/assistance accordingly. Trouble determined via: pauses in user activity at point in SW ('software) program; number and type 'questions from user; poor 'score from u in their: 'questionnaires / performance.

-monitor's user's progress in learning, eg: US Pat 4812125*

. 'Guide's Applications:

-user using system as form of their behavioral/physical/other medical therapy, tgh:

-training u to modify their behavior [to get results closer to what u may want= as determined by uip-tailor]:

CHARACTER: It takes on characteristics to better help user. Character changes its image to offer type needed information, while its image creates the desired 'mood= to better elicit desired response from user. Image's changes take into account the synergy of: subject matter; u's uip; nr; 'billing [amount owed to date on that transaction; billing rate for subject matter character is in at that moment].

-'Character can be a 'game entity.

-Character's 'image is 'edited according to type 'guidance. The difference in 'image allows:

-u to sw click on differing parts of 'character for: tutorial; 'routing.

-the 'mood of character's 'image: fits the task [via its altered attire, size, parts, colors, environment in which its found-matching scenario of user].

.--eg: 'educational sw for sales people shows confident and ambitious 'character in business suit; has visible smile and open face.

.--eg: 'game's 'character shown to be friendly, versus hostile to player being guided. Such as via: 'guide character's attire, facial and other body features being friendly, confident and similar to 'characters which are on player's side of 'game. In other words, 'character is different from enemy's 'characters or other elements.

-uip: 'image match's u's (behavior / physical) profile, eg: hair/skin coloring, age. 'Multi-user.

+ Subject matter u encountering on 'C: u knows type db ('database) or other field of SW ('software) / internet= u is in based on change in 'character's 'image. Value: a faster way for u to know where (W5) u is without having to read for information somewhere on 'screen.

--already explained in 'image in 1996? Namely image's cursor?

+--big area expandable. eg: every type of 'score / 'tds or other measurable element can be portrayed in changing character's image.

COMPOSITION (of sounds): uip's determination of sounds user likes= are given preferential treatment (uip-tailor's selection process) is 'guiding user.

. 'Guide Applications:

-Gives ideas for new music: when user is stuck [lacks ideas for how to continue their sting of sounds or music]= 'guide [having studied user's uip-db & pattern for early part of last piece(s)] gives suggestions on how to continue the music: based on u's past music patterns composed

--UIP of composer= 'analyzed to give 'guidance: what is studied in user's past music pieces [in accordance with W5 of the music's elemental pieces]. U's preferences in type: keys; identifiable groups of keys [rhythm, tempo, beat]; where the climax of songs is placed...

-Suggests type sounds that better achieve desired [psycho-sociological / 'mood] effect= for listeners:

--D: u = selects from menu type of effect desired = K ('keyboard) in information about target audience [uip] = analyzer = guide suggests: [existing] sound tracks / type synthesizing = osc ~ u hears = user k in their response to sounds suggested [eg: good or bad or other pointers to improve type sounds suggested] = analyzer reconfigures suggestions closer to what user desires = sounds created = stored in memory.

-'Guides= the 2D-040 Motion Simulator:

The sounds appear to start from the front speakers, and go to the back.

-US Pat 4331061 teaching musical instruments* 4281579

ENTERTAINMENT:

. 'Guide Applications:

-Suggests type 'entertainments for user= based on uip-tailor.

EXERCISE:

. 'Guide Applications:

-Suggests type 'exercises / body motions: Medical uip studies user's medical condition before / during / after exercising= analyzes type results from each possible 'exercise ['scores value of each] = suggests type exercise.

--Type results user may wish to have in themselves= and what they select from sw menu: more physical / mental energy [creative thinking ability]; improve medical condition= in consideration w/ u's medical condition, eg: their specific ailments; physical therapy 'guide= takes into account user's bodily limitations and any body areas that need special focus / handling= [for rehabilitation]; 'guide compensates for permanent damage / limitations in users, eg: old age, problems w/ particular body parts or limbs.

---'Analyzer suggestions: time length and rigor of exercise; frequency per week...

-See: 'Guide works with: 1J010 Body Movement NR: for carpal tunnel syndrome; 'entertaining forms of movement; body movements tied to 'compose.

IMAGE =

US Pat 5513991 Simulating personal individual art instruction.

MICROPHONES= W5 (what, where, when, why and how) 'microphones should be placed= to achieve type sounds desired. 1C-110 = 'sound analyzer.

Morning =
Motion sounder =
Multi-user *=
Mm / multimedia=
Notifier=
Order & timing=
Predict=
Ps-zone=
Q=
R=
Remote control=
Router=
Screen=
Score=
Seek & react=
Sensor=
Sound analyzer*=
Status=
Sw (software)=
Synthesizer=
Tel=
Tds (time date stamp)=
Tgh (therapy gets harder)=
Tilt=
Toy *=
Tracker=
U (user can be)=
Vibration=
Visual analyzer=
Vr *%=
Wa=

W5=

Zone (was ps-zone) =

Osc (outgoing sound communicator)=

Pd (positioning device, gps)=

Uip (user information programming)= uip-access, uip-ba, uip-edit, uip-db, uip-router, uip-tailor+, uip-track=

'Guide's Applications - Miscellaneous:

-security employee gets help in determining security related strategies. Examples:

-'guides in helping anticipate future scenarios= and how to deal w them:

based on villain's or any typical situation behavior profile for such [non] security subject area: system suggests: strategies with higher chance 'scores to: catch villain / 'track / trap them / uip-tailor for person using or being effected by system

MOVE MOST OF 'GUIDE PARTS INTO EACH APPLICABLE IMI PART: of more value there in expanding those parts, than having value here.

PATENTS: key word search of US abstracts 1.74-2.97 www.qpat:

-(guide, suggest, teach, instruct, instructor, educate, train) and (software: computer, *program)

--1500 patents found: read first 10% w/ highest scores.

--Zero classifications found via key word method.

--US Patents: 4521199 4812125 4468204 4035929 4033050 5035625 4701130 5228859 4637797 5267865 4932879 3860795 5432940 517688 5310349 5430873 4176470 4331061 4715818 +5306154 Optimized follow-up reeducation to the learner reflecting their idiosyncrasy toward understanding

MISCELLANEOUS:

. Subset of: "Education:.

-See: "Artist's Guide", "Access' Guide"; "Game's Guide".

. What u can be "guided" on:

-body movement (dance, sports, physical therapy; see older KN)

. Suggests how user might proceed. System guides / prompts u for when / how (w5) they can be "educated".

Subset of: "Education, "UIP-Tailor", "Question".

-See: "Artist's Guide", "Access' Guide"; "Game's Guide".

. What u can be "guided" on:

-body movement (dance, sports, physical therapy; see older KN)

GENERAL: Applications: in demonstration models= used at `point of purchase' situations.
. Responds to how often 'guidance is used: System determines W5 and the degree to which user is or is not responding to 'guide, or uip-tailor [generated alterations/'editions]: in tern= 'guide will adjust accordingly.
-Examples: 'guidance's aspects, such as their suggestions that are or aren't utilized / clicked on [sw]= are in future [de] emphasized accordingly.
. 'Guide adjusts itself to user's needs. UIP-Tailor.
. Applications: 'Virtual Reality training, eg: vehicle or flight simulators; Skill based 'games; How user can use/interpret [uip-tailored] information provided by computer.

'Guide Applications: Suggests type 'entertainments for user= based on uip-tailor.
. Miscellaneous:
-security employee gets help in determining security related strategies. Examples:
-'guides in helping anticipate future scenarios= and how to deal w them:
based on villain's or any typical situation behavior profile for such [non] security subject area: system suggests: strategies with higher chance 'scores to: catch villain / 'track / trap them / uip-tailor for person using or being effected by system

PATENTS: key word search of US abstracts 1.74-2.97 www.qpat:
-(guide, suggest, teach, instruct, instructor, educate, train) and (software: computer, *program)
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+5306154 Optimized follow-up reeducation to the learner reflecting their idiosyncrasy toward understanding

+ 3E061 Motion Tutor: 'Guides users to improve their movements.

See 7J02 Language Trainer & Voice Analyzer: Teaches language learners to pronounce new words. It's in own file.

END OF MAIN SECTION OF 'GUIDE
File: Features Intro / Icon

ICON – UPCOMING PART RELATED TO 'IMAGE

Expanded Overview:

. Status shown. Icon's 'image portrays the status:
-subject matter: 'score on pertinence level, differing sections of image can portray pertinence on different areas.
-billing
. IMI: Icon represents any imi part: place it over any digitized file= and icon functions according to its IMI design.
-'track any file or activity by placing the 'track icon on it.
-functions as uip-tailor
. Guide Icon.
. Icon has a mind of its own:
-functions as the user: icon is a search engine, like www.yahoo.com, and searches according to uip-tailor.
. Expand Issues:
-go beyond icon representing something
. Forms Icon takes [which can be 'edited]:
-cursor
-image that represents an area / subject / location in program that user can click and get into
% perimeter of screen or window [Microsoft's window], eg: each color has its own representation
% typeface of [letters]
-all or part of any type 'image

. READ Later Rest of this Central Description:An 'image which is used as a software 'icon. User can click the icon to for desired functions. Each 'interactive screen key can be an 'icon.
-'Icon's appearance and 'designated functions can be 'programmed.
. Status shown. Icon's 'image portrays the status: subject matter: 'score on pertinence level, differing sections of image can portray pertinence on different areas. 'Billing
. Feature: Icon represents any Imi part: place it over any digitized file= and icon functions according to its Feature (also viewed as part) design.
-'track any file or activity by placing the 'track icon on it.
-functions as uip-tailor
. Icon has a mind of its own: functions as the user: icon is a search engine, like www.yahoo.com, and searches according to uip-tailor.
. Expand Issues: go beyond icon representing something
. Forms Icon takes [which can be 'edited]: cursor. Image that represents an area / subject / location in program that users can click and get into
% perimeter of screen or window [Microsoft's window], eg: each color has its own representation. % typeface of [letters]. All or part of any type 'image.

END OF THIS SHORT 'ICON SECTION

File: Feature Intro / Interact

INTERACT

HOW FEATURE INTERFACES WITH USER

-One of the multiple forms of activation is without touching a button on the main device. Activation results in desired results.

. For Techies: Tilt device to 'interact with it or what it controls; air pad; UK.

-Activates: Functions that are activated - [user generated] Signal activates one or more of following elements: makes a sound or music ("composer"); gives a verbal statement ("speech"); makes light(s); (%"notifier"); moves itself and or another object; changes image and or words on display ("S"); initiates the function that can also alternatively be activated by pressing the appropriate button; transmits signal to another device via wire or wireless; notifier to initiate desired function.

-Other: microphone ("mic"); "M"; type of signal or activation alterable via pp, or cart ('software cartridge) of alternative softwares; character; % locator; mp; "S"; %distancer; entertain; "C"; %float; *md; uk; mouse; multi-user; osc; adapt (UIP); data desired by user -> printer; score; synth; *tds; toy; vc; vr; "edit".

-Drawing: user (has desires) = k (keyboard) / sensors (system senses w5 (what, where, why, when and how) activity of user) = system (responds according to: u's desires, adapt (UIP), w5 (what, where, why, when and how) of situation, etc+).

-See "Brain": system' feature (also viewed as part) 'adapts according to circumstances.

% "Billing"

-Electronic meeting place: Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" =

ACCESS (needed for each participant (user) to join) // ANALYZER (how / w5 (what, where, why, when and how) system functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u [user]) // nr (notifies) (when User is asked to respond or should notice designated occurrence(s)) // osc (outgoing sound communicator) (verbal communication) // pr (software program) (how each user "interacts" w/ each other / system) // q (user and or system asks each other questions) (answered differently according to user) // r (remote control) (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (user) the sending / receiving user are / w5 (what, where, why, when and how) of situation) // SCORE (of each user) // STATUS (of: each user / their actions) // tds (time date stamp feature) // t (telecommunications) (how each user "interacts" w: other users / m) // TRACK (progress/changes of each user) // [ADAPT (UIP) / "Multi-user" = (each user = experiences / handles system differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "educ": each user = "interacts" = learns from or teaches other = user (in different manner = adapt (UIP)) // "cart" // "M".

+ "Access": System "analyzes" for unusual "interactive" behavior from "user". Based on ADAPT (UIP)-DB. See "Access' BA".

. Interactive A/V (Tailoring): 'Interact enables the 'analyzer to control 'audio recognizer, and 'visual recognizer [for 'games]. Audio/Visual 'Tailoring for ['games]. Sound ['osc – outgoing sound communicator] 'guides and gives 'score related info.

-'osc 'tailors to [changing] ['mood / 'score] of each ['game] situation; and 'tailored to user's UIP-tailored sound preferences. In other words: 'tailors to user's unique [per 'behavior analyzer] awareness & experiential levels. Each user given the same stimuli / info has differing experiences [with or without 'tailoring their experiences].

-A/V messages: [very] low to medium, [very] high changing levels of: tension, 'designated 'moods, pacing, and drama.

-Read "Smart Combat Music" page 53 in Game Developer April 2006 issue. GDMag.com in SF Bay Area locations. Video games to study: Resident Evil [4], Kingdom Hearts, Sly Cooper.

-Sub-Parts: Linear game plays.

-See "Experience" which is a subset of "interact".

-One of the multiple forms of activation is without touching a button on the main device. Activation results in desired results. 'Interactions 'adapt.

-For Techies: How Activate Drawing: Modes of Activation. The following is one or more of the possible modes in which activation occurs. Activates a signal via one of the following methods without touching a button: user activates via remote ("R") mode ("remote"), eg: user makes vocal sound, clapper, activates a distancer), touches a "C" scream ----%tilt; air pad; uk. Activates: Functions that are activated - Signal activates one or more of following elements: makes a sound or music ("composer"); gives a verbal statement ("speech"); makes light(s); (%"notifier"); moves itself and or another object; changes image and or words on display ("S"); initiates the function that can also alternatively be activated by pressing the appropriate button; transmits signal to another device via wire or wireless; notifier to initiate desired function.

--Other: microphone ("mic"); "M"; type of signal or activation alterable via pp, or cart ('software cartridge) of alternative softwares; character; % locator; mp; "S"; %distancer; entertain; "C"; %float; *md; uk; mouse; multi-user; osc; adapt (UIP); data desired by user -> printer; score; synth; *tds; toy; vc; vr; "edit".

-Drawing: User (has desires) = k (keyboard) / sensors (system senses w5 (what, where, why, when and how) activity of user) = system (responds according to: u's desires, adapt (UIP), w5 (what, where, why, when and how) of situation, etc+).

-See "Brain": system' feature (also viewed as part) 'adapts according to circumstances.

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. Electronic meeting place: Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" =

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sound communicator) (verbal communication) // pr (software program) (how each user "interacts" w/ each other / system) // q (user and or system asks each other questions) (answered differently according to user) // r (remote control) (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (user) the sending / receiving users are / w5 (what, where, why, when and how) of situation) // SCORE (of each user) // STATUS (of: each user / their actions) // tds (time date stamp feature) // t (telecommunications) (how each user "interacts" w: other users / m) // TRACK (progress/changes of each user) // [ADAPT (UIP) / "Multi-user" = (each user = experiences / handles system differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "educ": each user = "interacts" = learns from or teaches other = user (in different manner = uip) // "cart" // "M".

+ "Access": System "analyzes" for unusual "interactive" behavior from "user". Based on ADAPT (UIP)-DB. See "Access' BA (Behavior Analyzer)".

-SEE: "Experience" which is also a subset of "interact".

File: Features Intro / K - Keyboard

" K " FUNCTION: KEYBOARD, 'REMOTE CONTROL

++ R52-1 SYSTEM LIGHTS ONLY NEEDED KEYS: To simplify usage, only the needed keys are shown on keyboard according to type program. Type software and keys available match user's ability. Standard or touch-screen keys. Applications: computer or music keyboards; systems with limited security, where each user is only able to know about the existence of limited keys; differing spoken or computer languages required on same hardware.

-ACCESS+:(keys are lit according to the security clearance given to the applicable user, hence limiting their potential functions as well as understanding what they can do on system); CART *:(pr which keys display ("S") w5); "M":(controls each key's display); MULTI-USER*:; OSC (also adjust to the applicable program connected to the way which keys light up w5); PR:; PRINTER *:; Q *:; R:(keys on remote ("R") control unit); S:; **TEL:(tr); UIP *:(helps determine what is displayed on keys and or which programs user can use and how they are adapted to user).

-much in an earlier KN from Jan 94 or earlier, eg: used for music keyboards, where only the needed keys for program are lit up, for use / at point of sale, intern, simplifying usage. Discussed idea vaguely (eg: no diagrams ever shown) with all major Japanese music industry from Jan 94.

-uses R53.

-D: u (users w (with) differing: factors1) = K ('keyboard) (changeable) = C ('computer) (sw) = s (k: interactive / touch-screen) / osc or printer (osc or prints out selected matter according to any differing criteria that determines type k or SW ('software) function useable).

--1 = abilities / access (security clearance) / type functions or applications desired / type languages spoken / uip / m / SW ('software) / one or more u (multi-user) / score / *pd / *q / *wa

-5E020 Remote Control Stick with Switch: only those positions / switches that are applicable for type application will emit / not emit tone (osc) as confirmation, in helping u use stick/sys.

R204 SPACE BALL: Ball, which is rolled on sensitive platform, which also has separate additional buttons. Acts as "mouse" for computer ("C"). Manufacturer is Spaceball. 15 Mar 94 "Brutus", p.75, published in Japan.

> R205 Pancake music dial. Moved to C119.

> R222 Computer's handwritten input image tablet pulls out on top the keyboard. Sharp 27 May 93 JT moved to "k" 6.96

1R-52 'CUSTOMIZED KEYS: Keyboard's keys ['icons] have LCD which changes according to the program user is in. Only applicable information on needed keys is displayed on key. [developer: Minerva KK, manufacturer: Sanko Densan KK, division of Kyushu Sangyo Kotsu KK, * NTT is a user. 12 Sept 92 "Nikkei Weekly"]

-simpler versions may: have light go on/off and or change color (designating importance / type function for key). This light may be on / near key / * have keyboard shown on S.

-OTD:

ACCESS **:(keys are lit according to the security clearance given to the applicable user, hence limiting their potential functions as well as understanding what they can do on system); ARTIST *:; CART *:(pr which keys display w5); M:(controls each key's display); MULTI-USER*:; OSC (also adjust to the applicable program connected to they way which keys light up w5); PR:; PRINTER *:; Q *:; R:(keys on remote control unit); S:; UIP *:(helps determine what is displayed on keys and or which programs user can use and how they are adapted to user).

.-Heat from fingers (hand, *body) create signals. Length of time finger is there / pressure determine differing codes.

CYLINDRICAL SCREEN: user can view from 360 degrees. May be coupled with "multimedia" using existing sphere shaped speakers.

Example: user walks about room and interacts with screen regardless of where they are, and vr ('virtual reality) goggles don't restrict them.

-Separate Virtual Reality Trainer Compatibility Option: learn how to use the product in a virtual reality training system. That is you imagine you are using the product in real life situations.

-% Display can be projected onto flat surface (white wall or screen). User touches, and or comes close to touching desired part of screen (image) (portraying a button). Sensors determine user's (finger/hand) movement and act as if such position on projection were touched (as with a CRT Touch screen). These 'sensors' can function like existing CRT Touch screen sensors, tripping of laser light (such lights can be moved (mp

(automatically)/pp according to a grid on/near the (movable) projection. Projection moved by^: hand, pd's location, pp/mp. Sensor may also be sensitive to^: * body heat, * vibration. *Projects in multi-colors. Drawing: data=c=converter=projector (lens for projection)=air space=some flat surface.

-o-C45 Organizer - Walkie Talkie: using infra-red light, can communicate between two organizers up to 8 meters. `Super Denshi Techo Jr'. Casio. Sales started Nov 92. Yomiuri 20 Oct 93 issue. No art. clipping. Drawing: C45 = "tel"~*remote

-o-MOUSE* = Computer mouse, or "C" pen & tablet system via which records its movement's into device signifying corresponding instructions.

-D: remote ("R") = tr (wire or wireless) = "C" = function

-OTD: Modes activated by mouse are on display ("S"); different softwares operating in system will interpret the mouse differently; cp; transmits with or without wires; %cc.

-o-C99 Ball which is rolled on sensitive platform, which also has, separate additional buttons. Acts as "mouse" for "C". Manufacturer is Space ball. 15 Mar 94 "Brutus", p.75, published in Japan. Drawing: uk/C99/remote/tel = c = * controls any other desired product.

'ACCESS 'NODULES:

User (U) enters data into system via the following separate parts explained in this file: "UK" (user pressing buttons); "Remote" Control; "Clap"; "Speech"; "Access".

-D: K ('keyboard) = C (Computer) = S (screen)

-"K" ~ "Access" ~ "Visual analyzer" = desired function: need to change "designated" aspect of image. Eg: third line from left of right index finger needs to be erased or otherwise "edited": to achieve 95th desired function. See "Access" for details, namely its "Change password" subset.

++ "Access" process is a subset of entering in signals to control function. See "Access". Any signal generation= can be used to= control= "designated"= function(s).

* US PAT 5486122 Autonomous wearable computing device and method of artistic expression using "game": Educational devices using process-oriented educational methods are disclosed to prepare children for keyboarding. The device includes sets of gloves and indicia applied to fingers of gloves to provide pictorial representations of the keyboard.

6B510 SCREEN KEYBOARD: shrink standard key board by having it displayed in miniaturized form on screen, permitting the use of two pens (one for each hand) to key in desired information without the problem of painstakingly writing all in print, which still might get miss-interpreted by computer ("C")

-keys are displayed in grid format, user can even create own keys ['icons] with own desired functions, eg: easy foreign lettering, specialized functions, etc. User can organize keyboard in personalized format as well, eg: for specialized functions, personal tastes, etc.

-key board can be of standard or miniaturized style; larger styles can work with fingers too

-have multiple keyboards on screen with multiple softwares running simultaneously. It's like toggling between different computers without the trouble of having more than one machine.

R52 Keyboard's keys ['icons] have LCD, which changes according to the program user are in. Only applicable information on needed keys is displayed on key. [developer: Minerva KK, manufacturer: Sanko Densan KK, division of Kyushu Sangyo Kotsu KK, * NTT is a user. 12 Sept 92 "Nikkei Weekly"]

-simpler versions may: have light go on/off and or change color (designating importance / type function for key). This light may be on / near key / * have keyboard shown on S.

-5E020 Remote Control Stick with Switch: only those positions / switches that are applicable for type application will emit / not emit tone (osc) as confirmation, in helping u use stick/sys.

ENTERING DATA: by entering data into electronic device (small keyboard) via numerous possible methods.

-D1: human action (presses buttons) = entry of data (1 to 100 buttons)/display = tr = "C" = desired function (in attached/detached product/system).

-D2: 1uk~2display~**3osc = 4c = 5signal converter = 6tr/6rc (via wireless/wire) = 7signal converter = 8c = 9(product follows desired command).

-OTD: Entire product/system is waterproof including uk (keys with diaphragm type buttons); If environment is dark when system is activated, buttons (important buttons, those buttons which are mp/pp) may light up in different ways (colors, sizes, showing different lettering) according to its type function (what button represents); the buttons typed and or mode it activates may show up on "display"; buttons made from (plastic, rubberized plastic or enameled metal, *wood); +interactive screen (touch screen / image input tablet (Apple Computer's Newton)) may allow data entry (uk); the purpose of each button may be labeled on itself, or near it: light by particular buttons may be lit when button is in active mode (the 'on' button); 5a-460 Touchless Switch is another form via which to activate any button or switch; mouse; one or **more possible "displays" are on the same, or different side from: any, or main keys; some of the keys may be displayed on the (multicolored); % Via "C" system may convert typed words into audio mode, Drawing: uk=c=osc, c (knows/memorizes how to speak words according to the appropriate signals (via uk);

D: uk/remote = M~c (matches recognized words w their sounds) = osc/display. See K211-5A-890 for details.

-Pancake music dial. Each disk controls different sound modulation. Made by Sony. Saw in 15 Mar 94 "Brutus" published in Japan. Each disk can control any other element too, eg: "display", "C".

-Details on "UK" in file Parts&. This file also shows examples of how a person may also UK into a device via "remote" are explained in Parts&.

* Interactive Display

Display (touch screen) can portray in modes used in virtual reality ("vr"). Control effects (PD/UK/"remote") = tr (transmits) = c~display. Examples:

-Images are presented two dimensions / 3D (according to sw).

-According to PD's location, presentation (size/angle/style/color/content) of certain elements in the display ("S") may change. Example: person/important object enlarges as user walks away, creating a more interactive/live

like feeling; as person walks to one side, they begin to see a different angle of what they are viewing. When close up, only the center of the screen is used; as PD (Positioning Device) backs away, more and more of screen is used so size of picture may appear bigger to human viewer.

-Controlling visual effects. Examples: 1] The mode user is in within product's system ("entertainment" mode results in more enjoyable colors/sizes/shapes/type graphics used). 2] UIP (system determines particular effects are more likely to influence user into desired "moods", behavior (make a purchase; improve work performance). 3] Other: pp; mp; user controls via "remote"/uk

MODE: The type K ('keyboard) mode can be selected according to^: who enters the data; how it is most convenient/effective to enter the data; where the data may wish to be entered from ("remote" allows more freedom); the level of precision needed in entering data.

-K can be used to enter data in order to^: +control a product; put info into the computer's memory (for PR (programming)).

-Preferred mode of data entry is `purposely' entered in by user(s): [Options from #2 on down, may be technologically feasible (at least for simple commands/signal generation)

1st: key buttons wired to device

2nd: key buttons onto remote ("R") control device

3rd: user enters data via one of the other means (touch screen, Apple Computer's Newton, laser switch (others?))

4th: system monitors environment (changes in environment (results in generation of signals)) which are then (interpreted by system as mp/pp). Example: my (morning alarm) result in desired result (simple matters such as turning device on (when person is in room) / turning off (when they leave)). This mode may not necessarily be `purposefully' engaged in to generate a code (an occurrence/action may trigger command without the triggering party (person/animal) necessarily wanting/knowing it will cause such triggering.

--This Part definition applies to: "UK", and "Remote". [In "remote" however, the priorities (choice of preference / lower priority is farther branching out) for the first two are reversed from "UK's".

*-To make system easier to use, the desired keys/switches can be pp/mp to, light up / be activated, according to desired function (parameter). Example: touch screen or Apple's Newton can have the type of graphics for buttons as desired (pp/mp). *[when such buttons are triggered/touched osc (makes a beep).

-1R-52: Keyboard's keys have LCD which changes according to the program user is in. Only applicable information on needed keys is displayed on key.

READ LATER "K" FEATURES MAYBE:

User (U) enters data into system via the following separate parts explained in this file: "UK" (user pressing buttons); "Remote" Control; "Clap"; "Speech"; "Access".

-D: K = C (Computer) = S (screen)

-"K" ~ "Access" ~ "Visual analyzer" = desired function: need to change "designated" aspect of image. Eg: third line from left of right index finger needs to be erased or otherwise "edited": to achieve 95th desired function. See "Access" for details, namely its "Change password" subset.

++ "Access" process is a subset of entering in signals to control function. See "Access". Any signal generation= can be used to= control= "designated"= function(s).

++ "Interactive" Images: for computers or interactive screens: Can create "interactive" keys or icons. For any KN: 1D-010 Adaptive Design System. See "Artist" = "Interactive Images". UIP.

* US Pat 5486122 Autonomous wearable computing device and method of artistic expression using "game": Educational devices using process-oriented educational methods are disclosed to prepare children for keyboarding. The device include sets of gloves and indicia applied to fingers of gloves to provide pictorial representations of the keyboard.

End of K Main Part

File: Locators / Intro Locators

Introduction To Our Locator Related Inventions
Using GPS & Other Positioning Systems

Table of Contents For Locators:

. Introduction
. 1G104 Oceanic Miscellaneous
. PS 1
. PS2
. PS Functions
. PS Functions
. PS Other
. PS Miscellaneous *

Task Reminder G101

Positioning invention teaches children to do their tasks, homework and keep good behavior. It also learns the user's purchasing needs. Then it cleverly suggests what to buy where and when, and reminds the user of what's needed on the travel path. Over time, the invention becomes more user friendly, having better learned the

shopper's needs. For example, it will ask fewer targeted questions based on the user's purchasing characteristic profiles.

GPS Distance Collar G105

Improved Positioning System Pet Collar Inventions:

□ Friendly ways of encouraging positive behavior enforcement. The person trains their pet to associate one of many signals as a positive behavioral enforcer. Thereafter the signal can be emitted to keep positive behavior enforced.

□ Pet signals from the collar can include: vibration, sound frequencies, owner's pre-recorded voice, favorable odors, etc.

□ Via remote control, trainer activates the same type of signals when rewarding pet with food for good behavior. The pet learns to associate positive feelings with the signal. Thereafter the collar can automatically trigger signals without the trainer's presence.

□ Behavior analyzers will determine what behaviors the pet may be practicing that are positive or negative. User Information Programming learns from, and adjusts to the pet, and their trainer.

□ As a last alternative mild less appealing signals can be emitted when poor behavior is practiced. Little or no training is needed for this fall back feature.

□ Stationary Location Training: stay within or away from certain areas, such as cats walking on counter tops; or going into neighbor's yard.

□ Helps over weight pets by restricting eating time, even when well behaved.

□ It now takes less time to train your pet. While more effective on young pets, also works with older animals.

□ Other features help our police, and mail carriers.

Attendance Rewarder G106

Reward employees for being at the job, and for showing they're actively working. More efficient than existing systems, and reduces management costs. System also can help manage the supervisors, whose main offices are at other locations. Invention also verifies children did their homework at their desk.

System Predicts Who Will Buy What & Where G108

The invention compares the purchasing characteristics of designated shoppers with soon to be released products. Shoppers are chosen by neighborhood, plus where they shop and for what. Shoppers' characteristics based on past purchase patterns are compared to the characteristics of the new product.

-Prediction methods: Mathematical probabilities for sales, are given to any one, or group of individuals. Shoppers are also scored for their willingness to try new products in the general category in which the new product comes from.

-Major retailers can control the high prices they'll charge for this information, and which non-competitors can be licensed to use. System will integrate information from diverse databases.
-New store location software can better pinpoint ideal locations, saving millions of dollars.

GPS Based Language Interpreter For Travelers G110
Invention interprets and adjusts your communication into the local dialect. It edits the words and tonality for the occasion. System mimics how people naturally speak differently with say children, or potential clients. Statistically, visitors will establish better rapport by leaving the Brooklyn accent, when at a party in Manhattan's Greenwich Village. The invention will also tailor itself to the user's personality based on User Information Programming. This will be especially useful in Japan where inventions that help induce harmony are popular. The main inventor, Steven Kays, was raised in Tokyo. Also gives children a more global perspective on life.

Location Based Communication Mode Selector G103
Communication Channel Selectors Based On User's Location:
System prompts user to select from better channels for that location. Users given the choice, can will select channels other than those which system may give. Helps user predict which channels may be less crowded. User Information Programming™ tailors suggestions to the user's perceived needs.

GPS Extender ™ G115
Get better reach when outside GPS' range, such as in large buildings, deep canyons or underground. Three point location identifiers are added onto GPS systems. GPS locates the building. We improve how the extender identifies targets. Our inventions provide many unique applications for this information in consumer and commercial applications.

File: Locators / 1G104 Ocean Misc

G104 GPS Ocean Dimensions Controller

Spatial relationships in oceanic environments are mastered to boost productivity. Examples:
-Reduce costs for fisheries, eg: monitoring fisheries.

-Economical ways to catch fish in the wide ocean and fisheries via: Remote sensing capabilities.
-Reduce risks of fish net entanglements through RFIDs.

More:
-territories marked for equipment, controlling where and when something goes.
-integrate with water depth analyzer by:
--gauges nets' locations in all directions: up, down, and sides.
.--helping guide invention to travel or take into account non flat ocean floor surfaces. Gives a 3-D picture.
-'Visual Analyzer: determines what and where a net is based on: 'visual analyzer; signals invention sends out (like a live bats') to see, where the (slightly) moving net is; and where its more solid base/anchor/connection points are.
% identifies types of fish via 'va
-underwater applications often apply to above ground scenarios, eg: containerized underwater environmental technology can be altered and applied to above ground containerized environments like: zoos, (large) fenced in areas, dry/aquatic zoological 'analysis and 'tracking.
-

Applications:
-limits where people/machines can harvest. Reduces territorial disputes (between fish harvesters)
-reduces chances of equipment destroying nets and other containing devices.
-for above ground uses. Underwater version of existing GPS Lawn Mower.
-GPS signals hopefully go thru water, and if not have relayers.
-

Net's Signals:
-(ocean / air) net's signals shows/receives info, designating its location (in the changing waves/winds).
-tangles are 'notified (when set 'PS get too close).
-luminescence /opacity: 'analyzes the average opacity level which (exceeds) the normal level for that 'zone and or water depth, and or distance from shore (where it's more murky). Compares debris / pollution level in/outside net. Uses fish's characteristics for UIP, which helps 'analyze what luminescence ties with what density/type of organisms in (net) 'zones.
-fishing vessels can use this for (remote) locations without nets, and saves time knowing where (w5) fish/animals are.
-dust of (unwanted) pests/animals, determines their locations W5.
-

Size of (Fish) Catch Determination:
-'Sensors: motion, 'sound analyzers (picks up sound frequencies for desired/undesired (sharks) associated sounds, 'visual analyzers.
.-Pollution/feces sensor monitors for: mercury, etc.

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EXPANDING SCOPE OF INVENTION –Jumbled Examples Follow %:

[Parts Section #1]: U (User of this Invention) = Applicable Functions Of Invention [fishery monitoring and 'analysis] ~ 'C (CPU) =

[Parts Section #2]: ACCESS (Security Control)['designated organism carry RFID (acting as a sample organism for school) of fish)] // BA (Behavior Analyzer) [less or greater movement, and 'tracked pattern of physical movement (within 'zone)] // CART [software for type fish or function of monitoring] // EDIT [selects type of (fish) actions/behavior wanted] // EDUCATIONAL [] // MULTI-USER [] // NOTIFIER [] // OSC [] // PR (Programming) [] // PS-ZONE [] // QUESTIONING [] // R (Remote Control) [] // ROUTER [] // SA (Sound Analyzer/Sound Recognizer) // SCORE [] // SEEKS & REACTS [] // SENSOR [] // TDS [] // T (Telephony) [] // TRACK [] // UIP (User Info Programming) [] // VA (Visual Analyzer/Visual Recognizer) [] // WA (Walk About) [].

* Sections 1 and 2 interact.

File: Locators / PS 1

PS – Positioning System Inventions

G101-R58-1 Buddy Task Reminder:

The GPS Task Reminder learns the user's purchasing needs. Then it cleverly suggest what to buy where and when, and reminds the user for what's needed on the travel path. Over time, the invention becomes more user friendly having better learned the user's needs. For example, it will ask fewer targeted questions based on the user's purchasing characteristic profiles. Many more features!

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Broader Over View: This personal assistant gets to know the user's needs and preferences, saving hassle and forgetfulness. It learns what the user needs, when and why. It orders or suggests what's needed, at the best time.

-

User Information Programming Features. User interfaces are tailored to the user's needs. Examples:

-GPS guides users to which stores on suggested travel routes have merchandise that better approximates user's needs.

-Over 100 home automation functions.can be tailored to the user. See the confidential User Information Programming files.

-The GPS portion has the option of being included in the overall broad invention.

-Calendar reminder applications: household chores; reminder to pick up flowers on way to girl friend.

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Separate GPS Applications and Other Notes Follow:

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System prompts user what to do when (according to w5) user has reached desired destination.(s) System then prompts where user should go next. Examples:

1] user drives by supermarket, and is prompted every Monday to pick up certain fresh vegetables, fruit and or milk. Or home automation system tells user what (refrigerated (food)) items to buy (based on having (a low (estimated) quantity (in future)). UIP (with web search engine) can suggest what (w5) to buy (in related capacities). The web aspect exists?

-each user (spouse) (living/working together) can be told/'guided into what to buy/get/do. Each user's specific characteristics can lead them to take on different functions/purchases based on, eg: their (moving) location (w5); specialty (knowing enough about item/situation to make a decision, eg: Mary picks up the missing electronic part, and John (who is at home then) clears snow from the driveway.

* 2] Staged 'Guidance System: user programs system to notify him whenever he approaches one km from dry cleaning store. Upon reaching cleaners, system automatically prompts user to pick up fertilizer 400 meters away. Exists: tour bus gives pre-recorded information about view for each section of route; bus' location deciphered via GPS.

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Miscellaneous:

-Simple or Sophisticated Functions and Interfaces: User can 'program system to be almost as tailored to their needs, as desired based on: how much programming (user or user's behavior analyzers provide), and the availability of data from other (external) sources like: store's product and availability info; accuracy of positioning system and related matters; etc.

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*

More Info on invention number R58-1. PS: (notifies user what to do (w5) when user is near place where they could do designated task, eg: pick up eggs);

-this is related to the existing tour bus system in Japan whose osc corresponds to bus' location.

-D: user "k" type task -> "k" ps' coordinates for w5 (namely where, *when, what) task -> later when user (drives/walks nearby (within 5 meters if in walk mode/500 meters if user is in vehicle) arrives in designated coordinates (w5) system "notifies" user and shows (s)/osc needed task -> user "k" when task accomplished/ notifier no longer needed for that / any task (for designated time period, while they vacation).

--system senses speed of user, hence knows if user is walking or not / user may "k" their mode of movement.

-OTD D: This N Sys =

ACCESS (); ANALYZER (what to do when, where, when, why, how (gives best route to travel (taking into account time of day)); CART (type analyzing sw, maps); S (); M (); MULTI-USER (different routes, needs, cities); NOTIFIER (osc w display (showing direction, needed task)); OSC (); PR (); GPS (); Q (correct street directions); STATUS (shows what tasks done* / not done).

-TM: GPS Task Reminder; Task Reminder; Proximity Task Reminder; Proximity Guide; Buddy Guide.

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Big Store Shopping Helper:

Shows user where desired items are located. User can enter (audibly/typing/clicking) desired product / service. System shows:

--what is available now/later for order

--where it is vis a vis shopper. Guides shopper to spot. Or just shows map of where shopper is versus target location (for anything).

-

Security Applications (being researched by M. Cox):

User must be in designated locations and or times, to receive or *send reminders, 'guidance, 'notifiers, and or 'educational training.

-reminder only works for those with special 'access privileges, that might be geographically based too (see 1G11 Proximity Password System).

-privileges to get reminded are all based on any one or more 'access requirement. Eg:

--Can get access to five network files in Sacramento, but only three in San Jose, California.

--Security clearance can change (year to year), hence associated 'access privileges are connected, along with the proximity requirements.

-instead of being "reminded", user mind be "prompted" or "given hints" as to what (non)security function might/should be done (to gain access). Certain passwords might only be given to 'designated users/systems/(portable robots/products) when they are in appropriate 'zones.

-user can be saved hassle of entering a password/'access related action, when in designated zones (like at home) (outside business hours) (and not on vacation per the home automation system's calendar/'sensor).

-altimeters can (de)activate features. (Must be 0 – 500M above sea level) effecting 'access on planes and when in Denver or Zurich, or valleys below sea level (parts of Egypt) or under water.

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Proximity Villain Catcher:

-Catches people who accidentally or purposely took something outside permissible (geographical) bounds. (Stolen) (portable) devices/systems/passwords taken/used outside the designated 'zone (office, factory, (police/security) place) can change the interface given to the (illegitimate) user. User may (not) know this; and the resulting changed/false information can help/hurt/catch the user/villain.

--Mary (accidentally) downloads five (system) files when she should have taken three. Those "two files" can:

--stall Mary by (providing technical glitches) giving enough time for security to locate her (based on the 'PS device on/near the computer/her car/cell phone.

--two files can send signal to main frame suggesting (exactly) where it/she is (working on the system at that minute (and what she/it is doing (with it)).

--the two files can interfere with the other three files, etc.

-Non PS related functions apply, eg: using the wrong password (anywhere), or using a system / product that was not properly cleared (electronically) to be used before being taken. Stalling the user of a stolen cell phone, computer, car (engine stalls in middle of nowhere – slows max speed for safety, over 1KM, until it hits zero KM/hr. More!

-TM: Outsmart Crooks; No Mercy For Villains; Learn To Be Honest.

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Speed and or time needed to get to store/destination shown. Connects with (exists) system that shows user where they are from a (global) GPS map/image perspective.

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EXPANDING SCOPE OF INVENTION –Jumbled Examples Follow %:

Parts Section #1: U (User of this Invention) = Applicable Functions Of Invention [] ~ 'C (CPU) =

Parts Section #2: ACCESS (Security Control)[having correct: uip, proximity (of user) to designated system/object/person/recognized sound or visual image, time and type action etc (w5)] // ANALYZER ['uip; compares (proximity / uip related) 'databases)] // BA (Behavior Analyzer) [correlates user behavior (purchasing preferences / skill sets / psychological 'score for eagerness to try new things and step outside social molds) with: cartographic info/databases (regionally bound market behavior),] // CART [desired uip 'database user wishes to use; 'multiple-users can share hardware with others (friends/co-workers) by 'accessing system/hardware onsite/'remotely] // EDIT [purchasable items are culled down to items with highest 'scores based on (proximity, tastes)] // EDUCATIONAL [user learns about available products/services/options which (match (their/gift receiver's) needs)] // MULTI-USER ['analyzers/sensors/uip (helps) determine which user is utilizing system (if separate passwords/access) aren't used; and it builds up applicable uip database accordingly] // NOTIFIER [locations with good/medium/bad scores, eg: hang outs rated by travel books as having desired characteristics (hot jet set ladies in scant clothing)] // OSC [regionalized dialects/languages for zone] // PR (Programming) [uip suggests to user what software/features to use] // PS-ZONE [see ps-zone folder] // QUESTIONING [system asks proximity/product related questions for: uip database development; better 'guide user in applicable circumstance; multiple choice options for user] // R (Remote Control) [connects to other (portable/cell phone) devices] // ROUTER [connects user with company or person with uip's high(er) 'score(s)] // SA (Sound Analyzer/Sound Recognizer) // SCORE [user's opinion of suggestion given for uip] // SEEKS & REACTS [compares/'analyzes 'databases of uip with what's in environment] // SENSOR [used to determine desirability of characteristics (in external environment), eg: 'visual analyzer, 'zone proximmity] // TDS [user's preferences can change over time, and 'tds helps determine increase/decrease of preferences for benefit of user/merchants] // T (Telephony) [wireless communication (w/ applicable 'databases)] // TRACK [develops uip] // UIP (User Info Programming) [the more (proximity tied) data, the better the uip's quality] // WA (Walk About) [portable interfaces include modes similar to: cell phones, black berry communicaters, iPods, (standard) GPS models, miniaturized computer notebooks, touch screens, keyboards and or screens which are bendable/flexible or portray onto any flat surface (via light) and (act like) touch screans.]. –POS:

System enhances / provides information into and from our POS (Point of Sale) Software prototype under development.

Sections 1 and 2 interact.

–Points of Interest Registry: Have registry ('database) of where user wishes to be. Device (needs to) be on.

-Interest points related to a person's interest/hobbies/needs, are mapped out. Upon ('guided / random) approach, system will give (osc) applicable info/suggestions. For example, you read a newspaper article (online), then journal feeds info to your PS device, allowing you to check out what happened/happens.

United States Patent 6,992,619

Harrison January 31, 2006

Use of global positioning satellites (GPS) to discover and select local services

Abstract

A method and an apparatus for associating location information corresponding to a geographic location with information about services available at the geographic location. The information may be stored in a database for subsequent use.

United States Patent 6,850,844

Walters , et al. February 1, 2005

Portable navigation device with integrated GPS and dead reckoning capabilities

Abstract

Apparatus, systems and methods are provided for portable navigation devices with various integrated positioning functionality. The apparatus includes a portable electronic device having a processor in communication with a memory. The memory is adapted to store navigation related data. The navigation related data includes cartographic data including a number of locations and data indicative of thoroughfares of a plurality of types connecting certain ones of the locations. The portable electronic device includes a GPS receiver adapted to communicate with the memory and processor. And, the portable electronic device includes a dead reckoning component, including a rate gyro, pedometer, and/or accelerometer adapted to communicate to memory and processor.

United States Patent Application 20050024264

Kind Code A1

Harrison, Edward R. February 3, 2005

Use of global positioning satellites (GPS) to discover and select local services

Abstract:

A method and an apparatus for associating location information corresponding to a geographic location with information about services available at the geographic location. The information may be stored in a database for subsequent use.

G102-3C090 Sound Distancer – Study More Before Promoting It:

Radius Sounding Device: Interesting functions are initiated when two or more sensors cross designated distances. Applications for:
-Toys and games
-Merchandising

Huge Open Field; but also related to many weak patents? See PS-Zone Part too.

Reworded: Sounds emitted when two or more 'designated devices go within or out of a programmable distance. The more stationary transmitters can be placed on a spot by spot basis, and or a linear format.

-

-Broad Scope: When two or more objects (with an RFID/PD) get to a designated distance, then the system will automatically react as programmed. (see the "'seek & react" part). As this function may be too broad for patentability, sound and related communication modes can be considered, eg: the 'osc (outgoing sound communicator), and 'notifier parts, and more!
-sound(s)/osc/communications can vary not just when the line is crossed coming in/out, but also by how far the radius(es) are being changed. Eg: deeper shades of red for coming close, or 'edited warning 'notifications the further out at sea (the child's water board is going).
-further the mammal get's from home, the more uncomfortable the (ankle) bracelet. See our related inventions (on communication modes).
-'notifies whenever PS is (entering) into a good/bad 'zone, and or 'designated radius from home base (unit(s).

-

Applications:
Sample Applications (for what qualifies as a signal generator) (and how the signal can be used):
-place transmitters on a line running along a dangerous area. Sounds warn (when baby goes near dangerous area). 'Notifier can notify by sound/text at or away from occurrence.
-nature of occurrence results in different types of 'osc sounds or messages.
-specific sounds to induce/repel people/animals (according to what studies show is more conducive/economical) are emitted.
'Entertainment Aspects:
-Musical instruments playing together change their sounds according to how close or far they are moved from each other. Can be for a single person utilizing two or more parts; or two or more people with their

instrument(s). One or more positions in a zone, and or body movements, or use of 'Remote control can trigger designated command(s). Uses a language based on combining one or more of these.

--applies whenever the sound volume, frequency, or type sound is to be altered according to how far or close two or more parts from each other.

.-sounds occur when crossing the line. Exists? On market is device to keep dogs behind underground wire, by mildly shocking through dog collar when dog approaches line (invisible fence).

-toys - when a police car drives near a certain object or place, it will siren, or an audio statement goes on, eg: "pull over"

-when a person or other organism or object comes close enough (or goes far enough), triggers (or deactivates) a: sound, light, or other electronic function

-

Miscellaneous:

-Security application: Instead of sound, an alarm ('notifier) (silently) activated when a 'designated proximity event occurs.

-presence of other sounds also recognized by 'sound analyzer= 'seek & react.

-relates to RFID, eg: alarm goes off when store tag not removed from merchandise being carried out of store ('zone).

-the (type) sound emission from another/slave object can be 'sound analyzed, and 'reacted (seek & reacted to) (in manners like what type of distance it had as determined via PS).

-Pat Search Strategy got zero patents: (GPS and (sound or sounds) and (trigger or triggers) and ("goes beyond" or distance)).

-Alternatives to multiple PD: Maybe one or more objects/people don't have One PD/RFID can be replaced with a motion detector, 'visual recognizer.

-

EXPANDING SCOPE OF INVENTION –Jumbled Examples Follow %:

[Parts Section #1]: U (User of this Invention) = Applicable Functions Of Invention [reacts to proximities via sound] ~ 'C (CPU) =

[Parts Section #2]: ACCESS (Security Control)[functions when passwords activated] // ARTIST [make/compose music via changes in proximity] // ANALYZER [proximity and other factors (UIP, Access) are used for desired ends] // BA (Behavior Analyzer) [studies how the object/person/animal changes it's 'tracked path] // CART [type sound emitted] // EDIT [ignores signals based on designated proximity points] // EDUCATIONAL [learn by 'tracking movement patterns of: hurds of animals (each with own uip 'database, eg: mating habits, and who tries to spend more time with whom)] // MULTI-USER [each user emits their own signature sounds/dialects] // NOTIFIER [when objects get too far/close - exists] // OSC [see big OSC file] // PR (Programming) [how system 'seeks and reacts is almost up to the user's imagination and available software] // PS-ZONE [only functions in designated places/'zones] // QUESTIONING [asks user what proximities are to be 'sought & reacted to] // R (Remote Control) // ROUTER [] // SA (Sound Analyzer/Sound Recognizer)

// SCORE [] // SEEKS & REACTS [] // SENSOR [] // TDS [] // T (Telephony) [] // TRACK [] // UIP (User Info Programming) [] // VA (Visual Analyzer/Visual Recognizer) [] // WA (Walk About) [].
* Sections 1 and 2 interact.

United States Patent 6,967,616
Etnyre November 22, 2005

Systems and methods for correlation in an air traffic control system of interrogation-based target positional data and GPS-based intruder positional data

Abstract

An improved system and methods for correlating an interrogation-based air traffic surveillance intruder, such as an Traffic alert and Collision Avoidance System (TCAS) intruder, and a GPS-based air traffic surveillance target, such as an Automatic Dependent Surveillance Broadcast (ADS-B) target to minimize or eliminate the display of two symbols for the same intruder/target on the CDTI of an aircraft. The method comprises the steps of receiving ADS-B data at a processing unit and calculating select component deltas for the ADS-B data versus an entry in a TCAS intruder file. Progressive weights are assigned to the deltas and the progressive weights are summed, resulting in a total confidence score. Total confidence scores of ADS-B target and TCAS intruder pairs are compared to determine correlation between the ADS-B target and the TCAS intruders.
(above similar to KN: Distance Keeper: Discourages two or more elements/users from coming together)

G102-1 Water Current Recognizer:
System may also sense/warn about water currents (not easily noticeable to person caught in one). 'Notifier recognizes currents via:
--user swimming in one (fast/slow speed), while moving in a smoother (current) speed in a different direction.
--'visual analyzer recognizes water current patterns
--any other elements differentiating current from larger water body, eg: temperature, objects floating above the current, ripples...

G103-3E-070 Location Based Communication Mode Selector:

Communication Channel Selectors Based On User's Location:
System prompts user to select from better channels for that location. Users given the choice often will select channels other than those which system may give. Helps user predict which channels may be less crowded. User Information Programming tailors its suggestions to the user's perceived needs.

The hardware/software system lets user select the best mode of communication according to their location (proximity to best transmission mode, cheapest carrier). Can also just be a computer on line information service.

-Best modes of communication: highest quality (band width, audibility, reliability), cost, safety (from snooping; 'access). Etc!

-Elements taken into account effecting quality/safety of transmission/communication:

--Certain frequencies may be in better order, but not enough to compensate for their generally lower quality (to understand the human voice).

--(predicted) weather

--(projected/'guided) path, and where drop offs may occur

-Related to the cellular black hole notifier invention: 3E010, US Pat Application 20050070302 Method & system directing a wireless user to a location for improved communication – Filed Mar 2003. Our invention directs system to better channel(s) based on location.

-Channel type options: system recognizes which channels are/were being used in that zone; which one are much in use now/past/'predicted future.

File: Locators / PS 2

GPS Inventions – Miscellaneous

G105 GPS Distance Collar:

Improved GPS Pet Collar Inventions:

-Friendly ways of encouraging positive behavior enforcement. The person trains their pet to associate one of many signals as a positive behavioral enforcer. Thereafter the signal can be emitted to keep positive behavior enforced.

-Pet signals from the collar can include: vibration, sound frequencies, owner's pre-recorded voice, odors, etc.

-Via remote control, trainer activates the same type of signals when rewarding pet with food for good behavior. The pet learns to associate positive feelings with the signal. Thereafter the collar can automatically trigger signals without the trainer's presence.

-Behavior analyzers will determine what behaviors the pet may be practicing that are positive or negative. User Information Programming learns from and adjusts to the pet and their trainer.

-As a last alternative mild less appealing signals can be emitted when poor behavior is practiced. Little or no training is needed for this fall back feature.

-Stationary Location Training: stay within or away from certain areas, such as cats walking on counter tops; or going into neighbor's yard.

-Helps over weight pets by restricting eating time even when well behaved.
-It now takes less time to train your pet. While more effective on young pets, also works with older animals.
-Other features help our police, and mail carriers.
-More!

Over View reworded: Invention can encourage ideal distances between one or more people, animals and or objects. More affordable way to guide and educate ideal behaviors. Form of reward or discouragement comes via bracelets, dog collars, etc.

Structures of Encouraging Behavior:
-'Designated "signals" are sent that are interpreted as a reward. Eg: animal is often rewarded with food and or verbal/touch praise while the "signal" is sent. Later when it's less convenient to give the full appraisal, the "signal" alone can help let animal know they are doing something desirable.
-Type "signals": vibrations from collar or...; *light; (soothing) sounds; (food) odors.
-(Automatic) Signal is triggered by: (human) user; uip; system 'senses/'analyzes (via 'behavior analyzer) what (animal) behavior is occurring, then 'scores the action, then sends rewarding signal for 'scores (over 85%).
-Encouraging ideal behavior, can be preferred versus discouraging 'designated behavior; though both interfaces can be used (simultaneously). Unique alternatives to existing inventions which scold pets.
-

Collars:
-Keeps baby away from cat/dog or bad sibling. Attach device to baby's (wrist) and dog's (collar).
-'distancer punishes (approaching) entity when they get within set meters of protected user/device.
-Collar: keeps pets from getting into food or certain parts of house.
-Collar on person who received a restraining order (and they live/work near each other).
-Criminal Justice system.
-Keep (animal) away from: designated furniture (cats).
-

Alternative Communications To Designated Animal/Person:
-Instead of (electric) electric shock, can use other modes that dog has been trained to respond to: sounds, smells, vibrations, lights*.
-

What can be Encouraged:
-'designated animal behaviors (that were/are being taught), eg: to sit or stop barking when commanded.
-Zoological study if mating behavior between shy species can be encouraged by getting them to cuddle up more. Associate this with other factors: cool the area temperature to induce snuggling for warmth, sexual pheromone releases, or restricting 'access of animals with unfriendly behavior ('ba) into the (polygamous) group.

-induce food preferences: eat from preferred bowl or tree.

-

Selected Restrictor:

-Law Enforcement: (under-cover clothed) police ladies/men unfamiliar with a specific police dog, might use this to reduce chance of being attacked by a canine w/ the dog's proper transmitting collar, punishing do if they come too close to (a previously determined ally). Saves time, hassles, and restriction of movement when trying to catch villains, along with the dog's primary care taker's presence.

-teaches predatory animals to stay clear of certain animals/objects, eg: pet cat stay away from pet ducks (with transmitter on leg(s)).

-give visitors/room mates who dislike (that) pet(s) a transmitter to keep 'designated pet away.

-

Time Selective Restrictor:

-Restricts Pets (humans) From Over Eating: Pet given (too much) food in (bowl). They can only consume as much as they can within designated time (uip of pet), so they don't get fat, etc. Leaves enough food around for when owner leaves town (for vacation).

--Can be combined with existing food dispensers that give limited food automatically per day. Values: keeps pet from getting frustrated and trying to knock or vandalize dispenser; dispenser more food than needed as a precaution to prevent starvation.

---level of punishment set to keep all (but) near starving animals from food.

-Related to our GPS "Sound Distancer" invention.

-If pet away (outside) during feeding times, system (may) adjust (to minor degree) and allow/give food at alternative times (until pet better learns the system's timing cycles).

-

Behavior training uses (often non PS related): 'sound analyzer, 'visual analyzer, 'behavior analyzer, 'motion sensor to:

--(dis)courage barking at designated times, eg: sensor/analyzer notices an (unknown) human intruder

--pet is hyperactive

--(unruly) pets/dogs can be forced (by governement/insurance) to wear related collars, to keep them away from police, mail carriers, or anyone who carries a related PS (broadcaster).

-

Miscellaneous:

-Invention reworded: Encourages/Discourages two or more people or animals from coming together.

-Exists: cats hear undesirable sound when they jump onto unwanted area. Humans can't hear. -Unwanted areas can be: kitchen/bath counters, shelves in livingroom, etc.

--Drawback is cat's are discouraged from entering the area whenever a human is nearby. Cat calmly in your arms screeches when you reach for a bookshelf.

-See G101 Sound Distancer invention

Remotely related 6,967,616 - (Discourages two or more elements/users from coming together)

United States Patent 6,124,825
Eschenbach September 26, 2000

GPS based augmented reality collision avoidance system

Abstract

The present invention comprises a global positioning system (GPS) based augmented reality (AR) aircraft collision avoidance system. The system of the present invention includes a GPS receiver for receiving GPS signals and determining a present position using the GPS signals. The system of the present invention also includes an automatic dependent surveillance (ADS-B) receiver for receiving an ADS-B signal from an aircraft. The system of the present invention further includes an AR visor coupled to both the GPS receiver and the ADS-B receiver. The AR visor receives the present position from the GPS receiver and receives the ADS-B signal from the ADS-B receiver. Using the present position and the ADS-B signal, the AR visor determines a three dimensional bearing to the aircraft. The AR visor is adapted to be worn by a user. The AR visor is further adapted to display symbology indicating the three dimensional bearing such that the user is made intuitively aware of the three dimensional bearing via the symbology displayed in the AR visor.

G106 Attendance Rewarder:

Reward employees for being at the job, and for showing they're actively working. More efficient than existing systems, and reduces management costs. System also can help manage the supervisors, whose main offices are at other locations.

Uses 'positioning systems and 'va (facial recognition) to assure user is in/near designated place, at 'designated times.

-GPS shows (student) was in classroom at designated time.

-Applications for verification:

--Students watched class online. Camera on computer (such 'visual analyzers exist and follow users). 'Tracks user.

--Assuring (workers/shoppers/clients/students/animals) showed up at (job sites) (without managers present).

-integrates with employee time clocks.

-to get people to use it: give them a transmission (cell phone) device and say, you'll get paid/rewarded/evaluated based on when it is in the designated 'zone.

-corresponds to our inventions that 'score how a person is performing

-'tracks the movement in/near/outside designated 'zones, showing (when applicable) that they are working (on construction site) and not being too stationary/lazy. Uses: 'motion sensors; 'trackers; 'visual analyzers; 'behavior analyzers (for on and off line behavior – see our related inventions).

United States Patent 6,744,403

Milnes , et al. June 1, 2004

GPS based tracking system

Abstract

A system uses GPS receivers and other sensors to acquire data about one or more objects at an event. The data acquired by the GPS receivers and the sensors is used to determine various statistics about the objects and/or enhance a video presentation of the objects. In one embodiment, the acquired data is used to determine three dimensional positions of the objects, determine the positions of images of the objects in a video and enhance the video accordingly. One exemplar use of the present invention is with a system for tracking automobiles at a race. The system determines statistics about the automobiles and enhances a video presentation of the race.

(relating to KN: Attendance Verifier)

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video accordingly. One exemplar use of the present invention is with a system for tracking automobiles at a race. The system determines statistics about the automobiles and enhances a video presentation of the race.

G107 Proximity Activator *

More Research Needed. See part: PS-Zone

Any (portable) device can be activated/deactivated by proximity. Exists?

System or machine requires a (slave) GPS/RFID in order to operate (as programmed). The slave can be (partly) decommissioned whenever an 'access protocol has been breached.

-Set parameters (user's location) needed to gain 'access/use system(s).

-Seller of intellectual property protected invention licenses it only to work in 'designated zones. It can have limited or no functions in other zones. (Life saving functions can work everywhere, e.g: calling 911 on cell phone).

G108 System Predicts Who Will Buy What & Where:

The invention compares the purchasing characteristics of designated shoppers with soon to be released products. Shoppers are chosen by neighborhood, plus where they shop and for what. Shopper's characteristics based on past purchase patterns are compared to the characteristics of the new product.

-Prediction methods: Mathematical probabilities for sales, are given to any one, or group of individuals. Shoppers are also scored for their willingness to try new products in the general category in which the new product comes from.

-Major retailers can control the high prices they'll charge for this information, and which non competitors can use it. System will integrate information from diverse databases.

-New store location software can better pinpoint ideal locations.

-More!

System tracks where users shop, with what they buy. When GPS shows they're shopping at stores (not part of the 'tracking system (cooperative)), it will gauge how long they shopped there, along with (what they bought if the info is semi-available). For example, GPS in their portable device, or on car in parking lot – shows where they're shopping (outside the merchant (w5 'designated) network).

--Rephrased: (Consumers who volunteer for a discount) receives a (free) GPS / 'Tracking device. They do all their shopping/activities (with the same shopping or credit card); and or scan in all (paper) receipts.

-

Database Farming:

'Analyzer compares/'scores/'integrates the following (UIP related) 'databases:

-consumer preferences: what they say they want/like/can afford/(products or services) available, and what they actually buy. By what 'score do they match?

-new products (and their characteristics) (as match-able with UIP preferences for users/consumers in system/database.

-

Travel & Behavior Route 'Analyzer:

-store/business/office location selection (software) – New Store Location Selector: database of past purchasing behavior used (for that 'zone). Invention can save each new location startup less or more than $1M per location. So expensive software price tag possible!

-database for 'zones with available info, can be extrapolated and matched with other zones/areas with less (UIP related) info available. System then 'predicts (for what info is missing) in new (possible store) locations, (and fills in accordingly / or 'guides user to get the needed info).

-

Benefits for user/consumer:

Discounts, (special) coupons and offers.

-user can (at their option (w5)) have system suggest/'guide as to what user might most like to buy, do, see, experience, etc. Makes looking for what one wants much easier.

-

Tracking Methods: GPS/PS, (electronic) forms of payment (store (discount) credit card(s)).

-Diagram: User(s) = 'tracked/'behavior analyzed = 'analyzer compares characteristics/info of (shoppers/sellers/manufacturers/government/crime statistics/traffic patterns/city planning dept info/'predicted (trends)) = 'guides (seller/provider/government) on how to (best (maximize) profit / do something.

-

TM: Shopper Tracker, Shopping Tracker

United States Patent 7,002,579

Olson February 21, 2006

Split screen GPS and electronic tachograph

Abstract

This invention teaches an inventive method for tracking trip data in relation to geographic position for a vehicle. The first steps in the method involve recording trip data periodically and recording geographic position periodically. Each trip data recording is time stamped. Each geographic position recording is time stamped. The next step is saving the recorded trip data and geographic position to a database. The final step in the inventive method is graphically displaying the trip data and the geographic position, as a function of time, from the database. This invention also covers an apparatus and a system for carrying out the inventive method

United States Patent 6,992,619

Harrison January 31, 2006

Use of global positioning satellites (GPS) to discover and select local services

Abstract

A method and an apparatus for associating location information corresponding to a geographic location with information about services available at the geographic location. The information may be stored in a database for subsequent use.

United States Patent 6,850,844

Walters , et al. February 1, 2005

Portable navigation device with integrated GPS and dead reckoning capabilities

Abstract

Apparatus, systems and methods are provided for portable navigation devices with various integrated positioning functionality. The apparatus includes a portable electronic device having a processor in communication with a memory. The memory is adapted to store navigation related data. The navigation related data includes cartographic data including a number of locations and data indicative of thoroughfares of a plurality of types connecting certain ones of the locations. The portable electronic device includes a GPS receiver adapted to communicate with the memory and processor. And, the portable electronic device includes a dead reckoning component, including a rate gyro, pedometer, and/or accelerometer adapted to communicate to memory and processor.

United States Patent 6,484,095

Wong , et al. November 19, 2002

Vehicle operation and position recording system incorporating GPS

Abstract

An in-vehicle positional recording device records the positions of a moving vehicle into a storage medium while the vehicle is operating. The stored positional data are later retrieved for subsequent analysis. In one embodiment, the recording device includes a control unit, an interface to a GPS receiver and storage unit. Data compression techniques can be used to increase the number of records that can be stored in the storage unit

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G109-3E-170 UIP GPS Guide
Enough Unique Aspects? Hold from marketing for now:

Information user wants is shown. Patents Exist.
-Map showing (what's ahead down the path/road) characteristics/elements/colors/styles matching user's UIP.
.-user tweaks the GPS/UIP programs to get different results
-PS (GPS) View System: Display shows more than just maps. It shows:
-(3 dimensional) visual views of exactly what the area ahead will look like so it will be easier to find the needed place, eg: store on crowded block.
-'visual analyzer understands what's being seen.
United States Patent 6,502,032
Newman December 31, 2002

GPS urban navigation system for the blind
Abstract
A global positioning system that actively guides blind pedestrians and military/police forces. This system uses DoD Global Positioning System (GPS) to provide user position and navigation to centimeter accuracy. Present position and navigation requests are digitally cellular telephoned to a central "base station" where data is correlated with a computerized map database which holds names and coordinates of specific locations, such as streets; intersections; traffic lights; hospitals; bathrooms; public telephones; and internal layouts of major buildings and facilities, in selected regions, cities, and neighborhoods. System operates by user entering desired destination into hand-held unit via voice recognition software or using Braille keyboard. Hand-held unit then transmits present position (PP) GPS satellite signals and desired destination to a base station which contains map database and surveyor quality GPS computer system.
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G110-7J12 GPS Based Language Interpreter For Travelers:

Invention interprets and adjusts your communication into the local dialect. It edits the words and tonality for the occasion. System mimics how people naturally speak differently with say children, or potential clients. Statistically, visitors will establish better rapport by leaving the Brooklyn accent, when at a party in Manhattan's Greenwich Village. The invention will also tailor itself to the user's personality based on User Information Programming. This will be especially useful in Japan where inventions that help induce harmony are popular. The main inventor, Steven Kays, was raised in Tokyo.

Over View – Rewritten: The language and or dialect used can automatically adjust to the location. For example: If you speak Yiddish but little English, then it will interpret your spoken words / (typed) text into either the Brooklyn or Manhattan dialects, and help you fit right in with the less traveled locals. Can operate without knowing where and when dialects change would occur geographically making it ideal for tourists. Makes communications and life simpler, creating more harmony (more important in Asian/Japanese cultures). Great for Japanese market – main inventor grew up in Japan.

-

Designated communication style changes possible for people/groups in:
Business; one or more people there; type and level of interest/experience in something; age ranges; how busy they are (get more to the point with them), or never get to the real points (like some silly Californians ha ha).
-Business style: user is in a business setting (GPS/PS shows user is on Sand Hill Road, or Empire State Building's 51st floor.
-Elementary school versus university campus: vocabulary and inflections are adjusted.
-To make it more natural, the user's sex, personality style (from uip) like inflections and dialect, or even and inserted accent that (would normally) be included in a non native speaker of the designated language (ha ha). Comical versions also can exaggerate any known human voice/language, style/deviation, language, dialect, etc
-Communicate with the 'designated animal (based on zoological communication studies). User picks from a (limited) vocabulary/message directory and sub-directories. Based on: UIP of user, animal, type animal user or va' inputs. Comical versions too.

-behavior matcher: 'behavior analyzer of the person/group speaking/being spoken to, help achieve communication that can receive a higher 'score for how it matches their behaviors/interests/moods/psychology/educational level.

--related to any product/our inventions that match one or more people with other people and or tasks/interests.

*

Related Adjusted GPS Guide Features: 'guides user to 'designated location with visual map, plus additional instructions.

-Electronically transmit to visitor's GPS device an electronic file holding instructions.

Instructions (for user) include:

-Map changes visual info as user approaches designated location.

-Text explaining info 'designated to location and what user needs to do at place. Examples: words of caution; how to act; not politically correct, but questionable (not too cool) parts of town; what to ask from train station info booth.

-Verbalized statements:

--When user travels to foreign countries: User touches applicable 'screen's icon which then verbalizes info in local language.

--language conversion/features functions occur (automatically) just by being in the applicable 'zone (even while flying on airplane over several (European) countries.

--Sample statements/applications after user leaves French airport customs:

Ad---Step 1:

"I seek a round trip bus/train fair from Charles de Gaulle airport to Paris with an open return date. I seek the next train. I will pay by credit card."

---Step 2:

"Kindly write down on a separate paper the departure time, and platform number"

---Step 3:

"Thank you. Please point me in the direction of the platform". User's GPS should direct user from there.

---This function helps reduce the need to pick up your visitor at the airport.

----Diagram: Host (can) send the electronic file= via (internet)= recipient receives= then transfers to their portable GPS (via infra red frequency).

-Invention could be lent by companies in the travel industry: travel agencies, airlines, hotels, car rental companies...

-Change the programming and inputted data, and same device can operate for different locations, cultures and languages.

-dialect adjuster helps compensate for: poor audibility for listeners due to quality of sound (osc), and or environmental sound distractions.

-to minimize wireless signal interruption/distortion, system might need a constant stream of location related signals, before determining the (general) location has changed.

-user can select from new/edited menus, based on their 'zone. Eg; culinary related options might appear in Italy, but not in North Dakota run by food franchises.

-

Related Features:

-monetary conversions for that country. Even adds extra to what it thinks is a normal purchase price based on location, eg: downtown or suburb.

-UIP of user(s) used (for (not) matching.

G111 Proximity Password System *

Move To PS-Zone Project. Don't market now.

Security Applications:

Portable devices can only log in when they are in the right place, and or time frame.

-(Slave) / (Portable) 'access related devices, can only communicate / gain access / function when they are in the right 'zone.

-Each 'zone has sub-zones. Different sub-zones have their own 'access privileges. User needs to know the sweet spot for getting access / or doing what they want. Eg: can only access certain network files (from notebook computer) at 10AM on Saturdays, and when 100 meters NorthEast of the Main Frame Computer's 'sensor(s).

-Products can only get turned on/function when in the right place. Existing patent?

-This is another form of a password, based on type actions versus just having a more common typed, spoken or biometric password. Proximity access often is good as an additional security measure, such as to more traditional password formats.

-The (w5) requirements must be met.

G112

Type of communication is determined by the location. Relates to 1G11 Proximity Password System.

Examples:

-Choice of (wireless) telephony frequency/channel used

-When in "X" location "Y" function is possible. "Y" is any electronic action that simply requires a signal to activate. Any invention function in patent application can be triggered whenever a 'remote control / trigger is in the designated sweet spot.

File: Locators / PS Zone
GPS Proximity Invention
(Part Name: PS-Zone Integral To This File)

Systems tell users what's happening and where.

-

GPS Proximity Marketing Tool Aspect:
Walk by store: broadcasts communicate (osc) what's available (matching UIP). -informs user about what they want, eg: Sale items. See 7J07 UIP Shopping Assistance.
-tells which highway exit to take
-store's (RFID) inventory database matches up.
-put (Christmas) shopping list into unit.
-user controls invention: what's wanted; how when and where they are contacted (to buy) W5.
-user gets advertising based on where they are. Eg: cell phone is given free or for less money if it comes with this feature.
--Cell phone co's like Virgin buy the air time (wholesale), and give it out to their clients.
--need credit card which matches user's name to get the phone.
-TM: Proximity Marketing

-

Patents / Exists:
+ US Patent: Ground Based Travel Portal 6993554. Travel planning device. States where stores are, but not what's stocked therein. Provides a map based on predetermined needs. Abstract is easy to read.
-US5948040 Travel Reservation Information & Planning System.
-Exists - Russian GPS - Glasnoss
--used by bull dozers to grade land, based on the level/height info GPS gives.
- Shopping maps more crowded with patents than user getting info on 'status of what's happening where user is at that time.

MORE:
A territory with creative boundaries to put it simply. Details:
-Dimensions: A 'designated area with [main] changeable/definable boundaries in two dimensions. In elaborate forms there is 3D, and even with 4D/5D/6D etc with other dimensions including: 'W5 (what, where, why, when and how) like time (of occurrence). The area is also dealt w/ according to its distance from point of perspective. One or more designated locations = which have bearing on how system reacts / operates.
-A 'zone can be determined by [our] 'Positioning System [GPS], 'Tracking, 'W5 (what, where, why, when and how) something was 'accessed, %'behavior analyzer ('designated actions (suggest) an 'associated location/dimension).

-Restrictions and or functional capacities and or 'tracking is often 'associated with the 'zone in which a [mobile] element is located.

-+ 'Zone and its 'connected features is rapidly becoming more important in the technologically advanced mobile world, and our other patent pending, and upcoming inventions [tied to this patent application].

OTHER:

. See 3E150 Invention Number:

. Type locations and how "scored": bulls' eye: Like concentric circles, the closer to the bull's eye representing the 'designated location, the higher the score.

-Beehive: different sporadic spots might be the best locations. .--in which case the central cells have highest ratings, the neighbor cells may have 50% of the best cell's rating, the next tier out having 25%, and next out zero, and next out, minus 10%, and so forth. Different central cells can have differing scores.

-outer ring donut: higher scores for "designated" distance from centrally measured point.

-altitude: measured in mm (multi media) or km

-angle: eg: 45 degrees from centrally measured point. This can be combined with "designated" distance.

-depth: must be below or covered by something (of designated substance / thickness; or be covered and of certain distance from the covering). Eg: "seeking" buried material.

-multiple zones: two or more "designated" zones must be active / activated / occupied: simultaneously / in designated "order & timing" (path accessor physically walks).

--each "k" (key) can represent a zone. The "order & timing" of their being activated= creates a pattern. "Key" is a very broad area of applications. See: "compose", "route", "track".

+'PS-Zone: limits functions by system' location; uses location to make necessary calculations, adjusts to u's need(s) (adapt); abilities of u (user)/sys(system) are limited/effected by its location - see KN, "Router": locates then= retrieves needed data= for this sub-part.

+ PS-Zone: Physical movement of user / r (remote control) triggers additional signals.

This differing system can co-function w/ (with) "tilt" functions creating greater diversity of movement (reactions/actions). Movement made by player can represent (one or more players in game) (mainly for wa (walk about) version of N, or the PS-Zone applies to the r (remote control) portion of N (invention) system; % Player's physical location: needs to be changed for user to more effectively win game (playing his role in game), player can pivot while keeping their legs stable (in wide angle), user sits, but their position changes a little as they twist their waist, or move the portable device (game piece) with their hands/arms; fine tuning of location helpful, eg: via non current GPS)

--PS-Zone adds additional dimension to Tilt. Eg: a] signal #1 created when stick is at noon position and in very front right corner of room, b] signal #30 created when stick in same noon position and key settings, is 0.5 meters higher and 1 meter to the left of room's center, c] same ad #b except switch on one key changed -> causes signal #120.

--PS-Zone = "Tilt": functions like our invention adopted by Yamaha, in that any body movement / tilt's movement generates signals. +VR.

* GPS Travel Guide Aspect: exists
-Learn what's associated with any object and or associated location (zone). User (walks) in the order they wish between locations. At 'designated location, system will. On demand travel guide. Communicate/osc/educate about what is there, eg: historic significance of house; old tree's info.
-'GPS 'Guide
-user picks from encyclopedia of info: shows all info available, or selected by topic (user picks).
-imagine walking around Washington, DC
-'Educational / 'Guide: adapts info to user's abilities, interests, needs (to learn).
.-language translator/interpreter.
-rating service: restaurants, stores, hotels, etc. Some establishments do/don't have ratings.
-assists the (site/wheel chair) impaired.
-combine with other GPS info: altitude

Children's Devices:
-are (de)activated by zone, eg: school, or anywhere after bed time

Music Listening;
-program sounds to (not) be heard based on zone. Eg: hear nostalgic music when driving by your old elementary school; or pep sounds when approaching work.

Mobile GPS Sampler:
Sample what's available based on 'zone.
-Applications:
--What music is/was played at bars, music clubs within designated areas. TM: GPS Music Band Sampler.
--Catch / listen / see / process any audio / visual / other signals that can emanate from 'designated locations.

PS-Zone Material From Mid 1990's To Present:

3E-150 'Zone Controller: Location is correlated with applicable functions; the point on globe signals to the GPS's analyzer in helping to determine applicable functions, this can be correlated with "UIP" and "M". Any one or multiple functions of sys can be restricted and or extended based on the location(s) for one or more of sys' (multiple) ("portable") parts.
-According to the location/distance, the system can and or cannot do certain functions.

-Guides user/device (vehicle, moving object). User/device must stay on certain path or PS will transmit signals so user/device are "notified"/system will automatically correct the pilot (automatic guiding system).

-

system only functions fully in Manhattan, and is only in receiver mode while on Staten Island.

-utilizes 3E151

-D: (changing) location / 'circumstance' = analyzer / gps / sensor / c = c / m

. APPLICATIONS:

-can't access expensive db outside of particular areas, or pay higher in such case.

-# of uses for this N need to be increased/decreased w/in designated zones.

-Intelligent Monitor 2E251

+ 3E010 Mobile Tel Location Notifier; 3E020 GPS Record Keeper; other + KN: using "distancer", and "PS", and "GPS" parts.

-R Stick 5E020

+ "Route":

--Data routed to u's (portable) unit (part of larger sys) effected by u's location. Data includes: "db"; "access" to PS systems (u can know or give out their location).

--SW: functions limited

-"entertain" and "game" : their functions / options can be limited/extende)

---OTD D: U = This N Sys (functions effected (limited/expanded) by zone of sys / u w n (part)) ~ C = ACCESS (); ANALYZER (); CAMERA (2e251); CART (can only be used/inserted in limited zones); EDIT (); EDUC (); K (designated keys are so limited); M (designated db are so limited); MIC (records based on zone of sound emitting source / sys / u); MO (); MOUSE (); MULTI-USER (certain u can only use sys in limited zones); NR (will/won't function); OSC (will/won't function); PR (zone is one of the requirements for "access" to work: access to alter the sys' sw; cuts out options for computer hackers); Q (certain questions are ignored / or not allowed to come up); R (functions via remote control limitable); ROUTER (); SCORE (the w5 occurrences = scored / usable / viewable by u / sys); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STATUS (); *STEREO (); SYNTH (); TDS (clocks occurrences when sys in designated zone); T (incoming/outgoing communication restrictions; "access");

--TILT: Restrictions apply; signals generated (by tilt) can be interpreted differently according to the zone,

---eg: the first 10 or 100 potential signals (created by tilt) are interpreted differently. D: The sw/db files = associated w each signal are= handled/"routed" differently= according to the zone.

TR (transmissions may not go thru); TRACK (greater tracking based on zone); U (each/certain u can use system w/in designated zones); UIP (db compilation effected by zone; uip gets data input only from occurrences in set zones; uip is allowed to influence/control sys which has its applicable part(s) in set zones); UQ (some or all q answerable based on zone); VISUAL ANALYZER (studies images received from designated sources. Sources defined as: "CID"; zone; type sys; type sw); VR* (any "portable" function limitable); WA (any "portable" function limitable).

--OTD T D: T (U (Communicator)) = "PS-Zone" (certain functions of sys are limited / extended based on location of u / (portable) sys (unit) ~ C =

ACCESS *; ANSWERING MACHINE; ARTIST **; BALANCE *; BVA; CID; CAMERA (LENS); CART; CLAP; COMPOSITION **; CONFERENCE; EDUC; FS; GAME; HOLD; INFORMATION RETRIEVAL (u / sys needs to be in designated zone to "access"); K^; LOCATOR; M; MIC; MOUSE; MP; MULTIMEDIA; MULTI-USER; NOTIFIER; NOTIFYING CALL; PD; PORTABLE; PR; PRINTER*; R; ROUTER; S; SCORE; SOUND ANALYZER; STEREO; SYNTH; TDS; TRANSFERRING INTER-SYSTEM TELEPHONY; UIP *; UK; VISUAL ANALYZER; VOICE MAIL; VOICE MODULATOR; VR; WA. = [previous parts following the 'OTD T D' are parts of this diagram, which interface / control / effect communication with] = (multiple): T (U (Communicator)) / Users / %Sys.

. Misc:

-This is a sub-part: "PS"-Zone; or maybe it covers all of PS-Zone too?

-Patent search strategy: #1] GPS. #2] GPS and (zone or zoning or zones or restrict*

-General OTD D: U = This N Sys (PS-Zone) ~ C =

ACCESS (gain access only when in designated (alterable) zones); ANALYZER (); AP (vr, R); ARTIST (convert movements into graphics: general research, novel artistic form)*; BA (study movements of animals/people = UIP/"analyzer"); CART (); COMPOSITION (movements = generate music: KN Yamaha Miburi); MULTI-USER (each u has differing zones); NR (when u exits/enters designated zones); OSC (); PR (); PS (); Q (u asks how close they are in meters to (next) desired zone(s)); R (); SENSOR (motion); + TILT (); TRACK (where u is/goes/went and other w5 elements); U (); UIP (); UQ (); VISUAL ANALYZER (); VR* (); %WA ().

-Patent search strategy: GPS or (global positioning system*)

. OTD D: U = This N Sys (PS-Zone: functions effected by designated "zones"; Body Movement NR="Analyzer" 1J010) ~ C =

-1J010 Body Movement NR: (angles and motion modes of body are additional signals)

-1J080 Ice NR: ()

-4E010 Alternator = Body Movement NR 1J010: ("sensor" "scores" "exercise" activity of u for: calories burned; energy created (for battery); suggested preferred body motions that would increase the level of battery powering up, eg: movement type #1 (folk dancing) creates 153 percent more energy than #2 (walking down stairs)). VR, motion "sensor".

-4E030 Image Input Access Sys: (create designated movements to create desired signals which function with "access", in other words body movements, like drawings and passwords are signals (for access))

-5E020 Remote Control Stick: ()

-5G061 Dyslexia SW: (images & osc experienced are effected by any signals created by U, eg: 1J010)

-7G050 PVC Notifiers: (excessive body movement causes NR when situations require less body movement, eg: harmful substances (gases) in air should not be breathed in large scale)
-7G052 Flexed Level Notifier: ()

+-see extensive additional developments to PS-Zone, eg: 3E150, 3E151, 3E152. These are scheduled for major expansion from 10/95.

+ All these inventions are very related: 3E010 Mobile Tel Location Notifier; 3E020 GPS Record Keeper; 3E150 "PS-Zone"; 3E151 GPS Circumstance Correlator and Controller:; 3E180 GPS Locator; 3E190 GPS Billing Systems; 3E210 Indoor GPS Extender:
---above part cut and moved here 9/95--
oooooooooo

3E-160 Audio Zone Controller:
-Communicate (hear or speak) with capabilities based on user's location. Applications:
--user hears certain sounds/communication based on their location and or identity/ (RFID) 'access. EG: user receives 'designated / needed communication (from intercom) based on who and where they are (W5).
--'visual recognizer identifies person/object with or without other identifying modes like RFID / access.
-(Cordless Headphone) (GPS) system: Hear anything (voice, music and or other data) in your headphone which has a cord or is cordless, or hear via speaker). (Different 'zones enable different audio (osc/microphone/communication) functions).

3E-190 PS Billing Systems: pay for use of any product or service according to: where an attached/connected part of GPS goes/travels; # hours used; its use according to w5 (as "mp"). Ap: rental of products (lawn mowers, planes, boats, vehicles); delivery service charges (including walking mode distance & time - may be at different billing calculation, eg: more expensive); use of (outdoor) games.

3E-200 PS Shopper / PS Dieting System:
States which foods are available and where. If you go to different province or country, the menu selector and suggested shopping lists change accordingly.
-Uses the general dieting systems of 2E-010.

* PS-ZONE SECTION - Maybe Less Important:
See 3E150 Invention Number (moved to IMI&'s "PS").
. Type locations and how "scored":
-bulls' eye: Like concentric circles, the closer to the bull's eye representing the best location, the higher the score.

-bee hive: different sporadic spots might be the best locations. .--in which case the central cells have highest ratings, the neighbor cells may have 50% of the best cell's rating, the next tier out having 25%, and next out zero, and next out, minus 10%, and so forth. Different central cells can have differing scores.
-outer ring donut: higher scores for "designated" distance from centrally measured point.
-altitude: measured in mm or km
-angle: eg: 45 degrees from centrally measured point. This can be combined with "designated" distance.
-depth: must be below or covered by something (of designated substance / thickness; or be covered and of certain distance from the covering). Eg: "seeking" buried material.
-multiple zones: two or more "designated" zones must be active / activated / occupied: simultaneously / in designated "order & timing" (path accessor physically walks).
--each "k" (key) can represent a zone. The "order & timing" of their being activated= creates a pattern. "Key" is a very broad area of applications. See: "compose", "route", "track".

File: Locators / PS Features
Positioning System Functions

PS:
Positioning systems cover anything used to identify something's (movable) location. GPS is a sub-set in that it only covers positioning where satellite connection occurs. RFIDs can provide positioning where GPS can't.

PS – Zone:
Functions of products are dependent on its current location. See separate file.

GPS Collar:
-shocks (dog) when they transcend 'zones. Better than laying underground wires (as current invention does). Allows user/dog owner to designate desired 'zone, even when changing locations.
-program in new borders of 'zone by: walking perimeter, and instructing GPS to demarcate what's inside/outside the 'zone as being a good/bad area.

GPS Speed/Driving Calculation:
-Enforce speed limits. Exists.
-Makes sure drivers stay on course.
-attach to anything/anyone: joggers; (race) horses; birds; objects in space (planes)
-'notifies / controls before vehicle/object goes over an edge:
--baby (attach to diaper / pin)

Information Zones:

-(converted) data obtain(able) about a zone. EG: topography; what (W5) is happening in a zone. EG: invention commands remote control automated vehicle to slow down when land is steep.

-related to audio "look ahead" function. Sound recognizer is part of the "information zone".

Value Comparison:

-Average purchase price paid, where, when W5. With info from user/provider, invention can determine if user tends to pay on average more/less than other establishments. For: gasoline, milk...

-Quality of establishment. Restaurants, stores...

GPS Database:

Compiles all available/'tracked information about what happened, where and when (W5). This database is used in 'desginated manner.

Dual Constellation Satellite Tracking:

-combines Glosnass (Russian GPS technology) with other (US) GPS satellite (technology). Uses one or more satellites when one is unavailable.

-alternative satellites used to fill in and avoid down time when (US) satellites aren't functional.

-Galileo: upcoming European satellites.

* Type Signals:

-Weak signals from devices, can rely on: (cell) towers which are closer than satellites; other (PS) 'sensors.

-Other signals: Blue tooth; RFID signals

Miscellaneous:

-** Patent US6995859 Method & System for Instruction of a Computer: instructs GPS and computers.

-UIP: studies where user was in past, when, W5.

-Waves.com: audio processing software. Israeli co with expensive software.

File: Locators / PS IMIS

POSITIONING SYSTEMS – CENTRAL FUNCTIONS

PS Parts Simplified

" EXTENDER * " = PS sys can be utilized when roof obstructs satellite communication.

" LOCATOR " = Finds desired object, person or animal. Directs vehicles.

" PREDICT " = Predicts where [w5] object will be. See main 'Predict part.

" TRACK " = Tracks where object transmitter is attached to goes; plus what it does why, when and how.

" ZONE - ACCESS " = User is restricted access according to its location. Scares off, or attracts people or animals out of, or into territories. Subset of "Zone-Function", hence only inventions whose main function is access control are filed here.

" ZONE - FUNCTION " = Designated functions occur in certain locations.

" ZONE - IMAGE GENERATOR " = Map of (body) (3-D) movements creates image. Applications:
-Instructs: how to move body, such as in sports; playing (chess) games; playing musical instrument; dancing; figure skating.
-"Access": designated images of movements allow access.

" ZONE - NR " = Alarm occurs when object leaves or enters a location.

File: Locators / PS IMI Functions

POSITIONING SYSTEMS – CENTRAL FUNCTIONS

" EXTENDER * " = PS sys can be utilized when roof obstructs satellite communication.

3E210 Indoor GPS Extender: Compare w 3E210 in I dir.
Q Notes: Needs more applications. <4, 3.5, 2, 1*-knows little of GPS>
=
GPS Satellite Obstruction Compensator. An indoor GPS system. Know the location when transmission to satellite is blocked. Location between multiple ground parts determined via "distancer". Distancer is system of three transmitters which determines location of specific transmitter under obstruction from GPS, vis a vis the three points. These three point's central computer determines global positioning via satellite communication, and communication with mobile units.

Applications: 1] Functions indoors, since GPS signals don't travel through walls. 2] Multiple units used close to the three transmitters can be manufactured without satellite receivers, saving manufacturing costs. Entire system can be moved with the mobile central computer. 3] Helps handle interference of different types: cloud cover, within a mountain. 4] Track missing items. GPS prices dropping, product sizes of all products dropping, hence more applications for tracking. 5] Track and monitor (via "sensors") animals, people.

Tells system where user is, in tern, system responds or routes signals accordingly:
-pages person (KN) without needing to disturb entire building.
-Games: locate players.
-Tel rings only in room or building where user is. Doesn't require call forwarding or receptionists forwarding calls. (See: KN).

Localized tracking systems. This invention combines with one or more of the following:
1] Heat sensors. 2] Loran system: quadruple (plus) system for shipping. Yet this system is more broad in scope. 3] Pseudo Lights: transmitters identify location indoors with use of number crunching. Like an indoor satellite tracking system. 4] "Distancer" alerting mother when child walks away. 5] What computer shows for unit's location, and or * activity type.

Problems: GPS is crowded field. Mobile GPS satellite is still bulky. If outdoors, GPS needs to be pointed upward, impairing certain applications. Expensive, but off the shelf parts?

Miscellaneous:
-tells system unit is in which building; then where within that building, eg: floor; room number; * who is using it how (via: "access", uip; w5).

-Trimble Navigation in CA: doesn't know of anyone able to track indoors. (408) 481-8000.

-u might go in and out of several buildings, hence value in linking w global GPS.
-this sys can be used outdoors. Purpose: improve accuracy of locating position. Though many companies are trying to figure how to get around the military's block already.

-each building has types of transmitters, hence u know which buildings they are in wo needing a GPS.
-patentability: combining GPS w/ localized locators, since each exist separately.
-tr in building in same fq as with satellites. An extra signal shows which building u is in. U's receiver does the triangulation to determine where it is (vis a vis the building's tr).

--Indoor version is same as outside GPS sys, hence this alone not patentable. However, when indoors, don't know where in relation to rest of globe. Building doesn't move, so building constantly transmits its location to receiver (u) - building doesn't need to communicate w satellite.

-FCC?

-sys also transmits where u (rc) is located. Rc encodes its location and tr it.

-MK: paging sys; receptionist knows to whether they should page or trigger beeper.

-LoJack: car locator, helps identify where stolen. Maybe built mid-1980's.

-guessing likely exists: u tr their location.

. Time delays from satellite are (artificially) duplicated by sys (via building's tr) to portable receiver (gps). Rc believes transmissions are coming from satellite.

-use for getting stolen cars kept in (public) garages. Sys states car is in/somewhere in garage. Yet, moment signal was lost sys knows where car is.

-type localized locator depends on type application.

-tracking person.

-if building is not hooked into this larger sys, then when gps enters into building/area upon when it looses contact w satellite/M, gps knows where it is / was last. Then, it can communicate via one of the telephones in area/building. The actual CID of tel used lets gps know where it is w/in area.

-maybe gps can use (any) t line to identify its location - by simply (crashing into the phone line).

-Exists Maybe: Stanford Univ's Astro Physics Lab is researching creating greater pinpoint accuracy (for airplane landing).

-System useful especially to: reduce costs (each separate part can more cheaply determine distance elements than via gps); eases situations where a roof or other obstruction can limit communication / * access with satellite (gps).

-"Locator" and "Distancer". Eg:

-studies number of u / people / animals, for research, adjustment of HVAC (see Mitsubishi's related product as written up in one of Japan's English newspapers about '92-'93).

-Location(s) of [people, animals and heat generating items (machines, black colored objects heating up more than environment in the sun)] identified by heat sensors (any ever made by Takenaka Engineering Co, Japan). Exact location(s) can be determined by analysis of multiple sensors in like manner of: multiple radio frequency receivers identifying objects as explained in these papers.

" LOCATOR " = Finds desired object, person or animal. Directs / guides people or vehicles.

3A480 Laser Locator: Laser points to the object being searched.
A main feature for numerous games. Laser occasionally points in direction of person playing game with transmitter, so you can find them.
-war games: hunt each other down, when receiver on belt has been hit, that player is temporarily out of game. A "hit" person can't send "killing" laser. Team which gets all players from other team killed at any one time wins.
-find certain missing objects
-laser light points in direction of object transmitting particular radio waves
-OTD: display ("S"); pp%; mp; interactive%; all; toy; game; entertainment; portable; bp; osc%.

A1-410 Finder: Use your regular flashlight to find the desired items. Or use special flashlight (emitting non-standard light frequencies). Find items in dark other might not find.
-at night or day, it only lights the item its programmed to see because of item's external chemistry. Operates on something distantly related to the camera's infra-red film system. BP, E, S, HH
-OTD: paint can be applied to items; user can even paint particular number, codes to designate item; "tilt"

6B350 points light in direction of desired object. Object identified via: motion detector; distancer; etc.

8B010 Pet Locator: Know where your pet is. Collar's transmitter shows owner's receiver the room or part of garden pet is located.
+-(certain products from this feature number are Not Electronic) user knows if pet is inside or out, based on whether they past through their special door or not.

-(non electronic): The way the door was opened, either going in or out, results in door shutting in certain manner and easily seen by owner whether they look at door from inside or outside.
-pet's collar has transmitter which shows if animal went in or out of door (based on direction in which pet's transmitter got weaker); transmitter shows what part of house or garden they are in, by owner looking on special screen;
- + owner's receiver can be used to find animal's collar transmitter. Receiver signals if owner is getting closer or farther from animal.
-useful for locating children. Animals in large zoos; nature areas; etc.
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-way door was opened also can trigger electronic signal showing if animal past in or out of the doorway
-pet's collar also has a receiver...analyzer...speaker. This makes the sound(s) designed to call dog, eg: "whistle", or animal hears its name.

-"tilt" and vibration "sensor": know if pet is sleeping or walking, etc.
-OTD:
This locality concept applies to any moving element other than pets too, eg: vehicles going in and out of a walled in zone; locator; distancer
-Decipher between different animals / organisms / species via: Chemical Contact Analyzer 7G050: "Analyzes" ~ "Scores" ~ "Status" type contact made by material (of this N) w chemical reagents. NR shows what chemicals present W5. This N copied to 7G050 Aug 95.

$$ 2D-050 Locates Direction of Object via sound and or camera. System functions like human ears and eyes to pinpoint object, plus its distance, speed, velocity. "Track", "PS".

Know the exact direction of the desired sound for:
Hunting: program the type sound sought, eg: bird, duck sounds...
-multiple microphones tr to c when they heard the sound. The fractions of seconds difference in their timing of sound receiving determines the direction: functions like animals with multiple ears.
--the time of receiving sound must be differentiated from time c gets signal from mic, since travel time from mic to c may vary [but not by which mic got sound first]; hence each mic has a timer which tds each sound signal being tr to c.
-u or sys hears sounds -> then wants a replay of the sounds and or data on direction of sound.
-sys judges speeds, velocities, decelerations of objects, distance object is from sys' "sensors".
-applications: Security: catching villains (know in which directions they came* or exited (after NR shows a villain conducted possible illicit activity); "access" (u must enter / exit from certain paths/directions, via certain speeds)
-D: multiple mic ~ tds ~ camera = sound analyzer/visual analyzer = c = s/notifier

-2D-080 Analyzes the distance of sound source.
-OTD:
ACCESS:(); CAMERA:(); CART*:(type senses sought; how senses are processed (via pr)); K:(r*); MFH:(database of senses for: diverse "analyzers", development of uip); MULTI-USER*:(type senses helps determine uip of u or object, in tern sys adjusts accordingly); NOTIFIER:(when desired occurrence, eg: w5 happens); OSC:(); PR:(); PS:(external object carries tr); S:(); SCORE:(tds); UIP*:(); WA:(external object).
-Patent Search Strategy: sound near9 (direction or directions)
-US Patent No's: 5333501 +4581727 +4393270 +3976969 +3736553 +3723962 +3723962
-similar to KN in E or G directory

+ 2D-060 Constant direction pointer: Portable system continually points to desired object regardless of where user is with this portable direction pointer. System hones in on desired object's: sound, or electronic transmission.

-Person can walk around with the direction finder and still have it point to the desired location (sys' seeking sys is based on (types of) sound, radio waves, 2D-050's needed stimuli, etc. The direction finder knows which direction is north, hence any irregular pointing of the device is compensated (system knows the desired direction in terms of its relationship with the north position).
-other applications can tell whether searcher is getting closer or further (w5: where, what, why*)
-applications: find missing baby / objects / stolen objects (cars). Place in hand / your automobile / backpack.
.-system memorizes the correct direction for the programmed time
-D: desired object (pd (distancer) / osc / other fq) = sensor = c = s/notifier.
-D2: 2D-060 = 2D-050 / Sound Analyzer
-Patent search strategy: (direction or directional or directions) near9 (locate or locates or locator or find or finds). KW: honing devices.
-US Patent No's: 5167417 5122960
-Hones in like an animal trying to stay focused on same object though animal is being moved, or viewed object is moving.

$$ 2D-080 Analyzes the distance from which sound source was created, and its decibel level
-acts like human ear, and 2D-050
-feasible?
-Applications for: hunters trying to locate (PS) prey; catching (runaway) villains.

* 3E-110 Audio GPS:
Gives audio directions. Easier for drivers and walkers.
eg: system says: "please turn right at the corner fifty meters ahead". Can be compatible with a possible display ("S") unit showing the map as well

$ 3E-170 GPS System to View What's Ahead:
Display ("S") shows more than just maps. It shows:
-visual views of exactly what the area ahead will look like so it will be easier to find the needed place, eg: store on crowded block. Screen shows in two or three dimension (eg: as would be seen from driver's seat).
-get a 2-D / 3-D (almost / what appears to be on "s") view.

-upcoming destination determining elements ^: #1] location k/pr in by u/*sys; #2] u pr/selects according to ^: # minutes ahead / point on map (coming from their current direction, intern getting desired angled view, if possible).
-vr applications.
-applications: driver / 2nd person in vehicle can use to guide (vehicle)
-expensive to develop, yet needed!
-GPS D: location sensor = c (cart/m/k) = s/*printer
-6/95:
<3.5, 3, 2, 2> 3E170 GPS System Views What's Ahead On Road: Display shows more than just maps. It shows: visual views of exactly what the area ahead will look like so it will be easier to find the needed place, eg: store on crowded block. Screen shows in two or three dimension (eg: as would be seen from driver's seat).
-see what's ahead like your driving down road in a video game.
-is this patentable considering there already are maps? Patentability might be correlator from map to 3-D version of seeing from where car is. The correlation has to be active.
-might limit size of database to certain landmarks, particular areas.
-Patent search strategy: GPS or (global positioning system*)

$$ 3E-180 GPS Locator: Already a KN, try R-List file, or an el file in G dir. Obvious?
System will help you find item by directing you to it. Eg: lost cat who won't come on its own.
-via "locator" sys knows when it is getting closer or farther via notifier (flashing lights: green, yellow, red).
%-sys seeks out items (without tr) and seeks by item's other characteristics^:
shape/size/*weight/color/location/*speed of its movement.
--"visual analyzer" seeks out by shape/size/color.
.-sys (may) know w5 about object. Eg: by its (general) location (where it should be/was last used or seen) sys will guide u to that area first, then maybe use other means for locating N.
-D: sought after item=(*c=tr) = rc=c=s/osc/n/m
-exists?
-OTD D: U = This N Sys (GPS-Locator) ~ C =
ACCESS (); ANALYZER (); CART (); NOTIFIER (when sought after element found); OSC (scores if u is getting closer/farther); PR (); PS-Zone (functions only in designated zones); Q (sys tells u what element: is, where it is, %w5); S (); SCORE (); SENSOR ().
-3E190

-Patent search strategy: GPS or (global positioning system*)
-"PS-Zone": u knows what area / zone desired element is in.

* 3E-200 GPS Shopper / GPS Dieting System:
States which foods are available and where. If you go to different province or country, the menu selector and suggested shopping lists change accordingly.
-Uses the general dieting systems of 2E-010.
-relates to other kn
-Patent search strategy: GPS or (global positioning system*)

R15 Compass for car navigation. Also useful in computerized location finding. Measures altitude and angles for aircraft, construction.
-[Chemicalizing Lab Co. 3-30-3 Nishi-Ikebukuro, Toshima-ku, Tokyo 171 Tel 03 5992 2241. 18 Jan 92 NK]
-OTD:
ACCESS **:(); CAMERA:(); CART *:(); MFH:(); MULTI-USER*:(); NOTIFIER:(w5; notice (5 min) prior to arriving or navigator needing to make decision, eg: make a turn; notice given when arrived); OSC:(); PR:(); PRINTER *:(map); PS:(); Q *:(); R:(); S:(); SCORE:(tds); **TEL:(tr); UIP *:(); WA:().

R50 GPS (for surveying geographical areas). [Timble Navigation [non Japanese co?], * Ministry of Construction's Geographical Survey Institute, Japan Association of Surveyors 1992 article titled `Construction industry discovers satellites' NK]
-OTD:
ACCESS **:(); ARTIST *:(pd); CAMERA:(pd); CART *:(); COMPOSITION *:(pd; Yamaha's Miburi); ENTERTAIN:(); "M":(); MORNING **:("notifies" if user isn't out of bed based on person's location (pd, body heat)); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PRINTER **:(); PS:(); Q *:(); R:(); S:(); SCORE:(tds); SYNTH:(type osc differs according to location of pd); TEL:(tr); UIP *:(); WA:().

+ R111-1 Pet Finder:
Know where pet is located. Need not worry if pet is lost. Location of pet known via one or more of following modes: pet's collar transmitter sends signals to receiver inside house, if its home; pet door's receiver knows if pet last went in or out; a non-electronic version of the pet door is such that the way it closes is so it shows which way pet went out (latter not patentable?).
-(certain products from this feature number are Not Electronic) user knows if pet is inside or out, based on whether they past through their special door or not.
-The way the door was opened, either going in or out, results in door shutting in certain manner and easily seen by owner whether they look at door from inside or outside. Either know via mechanical means / el sensor = c = nr

-pet's collar has transmitter which shows if animal went in or out of door (based on direction in which pet's transmitter got weaker); transmitter shows what part of house or garden they are in, by owner looking on special display ("S");

-owner's receiver can be used to find animal's collar transmitter. Receiver signals if owner is getting closer or farther from animal.

-useful for locating children. Animals in large zoos; nature areas; etc.

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-way door was opened also can trigger electronic signal showing if animal past in or out of the doorway

-pet's collar also has a receiver...analyzer...speaker. This makes the sound(s) designed to call dog, eg: "whistle", or animal hears its name.

Footnote:

This locality concept applies to any moving element other than pets too, eg: vehicles going in and out of a walled in zone; locator

-OTD:

ACCESS **:; CART *:; CLAP: (for animal to make sound: meow, bark...; Display ("S"): (score on animal (their location)); "M": score; "mic":; PD: worn by animal; PP/MP:; MQ/UQ *:; MULTI-USER*: (multi-animal(each wears different pd w own type code being transmitted); NOTIFIER:; OSC:; REMOTE ("R"):; SCORE:; TDS *:; UIP *: (user being animal, eg: for laboratory study of animal movements/behavior); UK; %WA worn by animal (makes sound if they walk too far; makes interesting sounds (wild animals to excite pet).

-utilize kn: 1] "locator", knowing whereabouts of wearer; 2] "locator" induces wearer back via: osc/el shock

R116 GPS (Global Positioning Systems) locates position of trucks. This info used to adjust plan operation schedules. $10,000/truck. Mar 93 X.

-OTD:

ACCESS **: to gain information; CART *:; Display ("S"):; FS **:; "M":; PD: located in moving vehicles; PP/MP:; MQ/UQ *:; MULTI-USER*: (each truck's different pd makes it different user (intern each truck's sys juxtaposes it visa vis other trucks for analysis/viewing by each driver); different people can obtain information); NOTIFIER: (when truck goes off needed route, theft alert/tracing); OSC:; PRINTER *:; %REMOTE:; SCORE: (travel patterns); TDS *:; TEL:; UIP *: (of each truck / driver); UK.

R193 GPS Car navigator gives verbal commands to direct driver. 2 Nov 92 NK

.-moved to "PS" 6.96

R202 Voice Activated GPS. Sanyo 19 Apr 93 NK

-moved to "ps" 6.96

Locator - End

" TRACK " = Tracks where object transmitter is attached to goes; plus what it does why, when and how.

> $$ 3E-020 GPS Record Keeper: Automated record keeping system records where user was when and for what purposes. GPS and clock record time and places. User keys in their activities. System is portable, and or attachable to vehicle. Applications: business and IRS record keeping. Minor usage: Out in the field scientific record keeping. Time saver. This is a part of the larger PS-ZONE system.

-Global Positioning System (GPS) in combination with mobile D. GPS identifies mobile D's positioning and or makes a map of their travels for: IRS calculations of miles traveled.

-was: 3E-030 GPS Record Keeper: keeps "track" of paths traveled:

applications: for tax office which needs to know the miles and or routes traveled and when and where stopped for how long, reduces need for manual record keeping.

-user might key in info about their stop when stop is made saving from keying miles traveled and from where and to where.

-for taxis, each time payment is received GPS Record Keeper labels the occurrence.

-system only notes situations that meet the uip requirements, eg: only activities made beyond 10 km east from central point are recorded.

-attaching device to animals: system notes via (vibration) sensors = animal body, what animal is doing w5, eg: sleeping (little body movement), eating (chewing sounds/vibrations sensor)

-D: u (changing location) = PD/TDS/K = PS (GPS, M, *UIP)

-6/95:

-3E020 GPS Record Keeper: Automated record keeping system records where user was when and for what purposes. GPS and clock record time and places. User keys in their activities. System is portable, and or attachable to vehicle. Applications: business and IRS record keeping; out in the field scientific record keeping. Time saver.

-need to develop additional applications for this N.

-ranger or security guard is monitored for where and when (w5) they went, saves from their logging in, makes sure they are on their beat. Postman, makes sure they aren't sleeping somewhere. Scientists: taking samples at different times and places: scientist easily matches sample with w5. Law enforcement: prisoner can't go within 50 meters of ex-wife; or can't leave town (prisoner's tr if failed, then warrant goes out for their arrest). Car rental co: can't take out of city.

--sys allows / requires u spend a designated time period (tds) at each zone (ps-zone), eg: man can't be near ex-wife more than five minutes per 24 hour period on Wed, Sat and Sun (to pick up his kids).

--D: (mobile) person = ps-zone = c (analyzer, nr, score, status, s, k, uip-tailor, uip-db)

--exists: truck tracking sys - related N.

--KN: restricts user from certain zones, via, eg: disabling part/all of sys in such zones.

-Additional applications needed.

-Legal: laws differ by province / country, hence applicable restrictions / *permissions may apply / be enforced via= sw = for N's usage.

-Patent search strategy: #1 GPS. #2 GPS and ((record near9 keeper) or tabulat* or account*)

-OTD D: U = This N Sys (gps record keeper) ~ C =

ACCESS (); ANALYZER (); CART (); MULTI-USER (); NOTIFIER (when excesses are reached, eg: u used up credit line or usage level permitted); PR (); PS-Zone (); Q (); SCORE (w5 of u's activities); SENSOR (); STATUS (); TDS (); T (); UIP (); WA (); +BILL.

-OTD D: U = This N Sys (GPS Record Keeper: tabulates/"scores"/"analyzes" the occurrences / actions (of parts/applications) by u / sys based on zone(s) of occurrence(s)) ~ C =

ACCESS (w5 (especially where) gained access, especially where); ANALYZER (works w/ sw differently); CART (w5 (especially where) cart were used); EDIT (); EDUC (); MULTI-USER (who used w5 (especially where)); NR (what nr occurred w5 (especially where)); PR (w5 (especially where) programming was done; pr controls this kn); Q (tabulates each question -> scores / uip-db); R (how was used); ROUTER (what was routed w5 (especially where)); SCORE (what was scored w5 (especially where) ; most occurrences can be scored); SENSOR (what was sensed w5 (especially where) : 2E251 Intelligent Monitor); SOUND ANALYZER (what (type) sounds were picked up w5 (especially where) : how sys reacted: what each of the sounds generated (as filed by w5 (especially where) of occurrence, eg: 2E251)); STATUS (w5 (especially where) of status); TDS (w5 (especially where with when) of occurrences); T (w5 (especially where) communication (and type of: contents / avenue of communication) was/is being made); TILT (w5 of signal generation (especially where)); TRACK (); U (U's actions: w5 (especially where)); UIP (); VISUAL ANALYZER (what was seen w5 (especially where)); VR* (what was experienced (five human related senses (especially where)); WA ((what was experienced (five human related senses (especially where)).

. Claims - additional: correlates the w5 of occurrences especially when with any other type electronically generated signal, or data stored in memory. Use for: general research, monitoring of object/subject, eg: 2E251.

. Overcoming unjustified high sw programming costs, eg: due to lack of market for specific applications: Simple versions can be utilized when costs for programming don't justify. Develop standard (shell) sw packages that can be (easily) altered/pr for diverse applications (by most u).

$$ 3E190 GPS Billing Systems: Software bills user according to where, when and how rented system was used. Invention is in connecting location with any other electronic input.

-pay for use of any product or service according to: where an attached/connected part of GPS goes/travels; # hours used; its use according to w5 (as "mp"). Applications: rental of products (lawn mowers, planes, boats,

vehicles); delivery service charges (including walking mode.distance & time -may be at different billing calculation, eg: more expensive); use of (outdoor) games.

.-couples with the other N that triggers a response according to GPS' location, eg: warns u w gps not to go into certain territories (via shock / osc).

-copied to better N file 1.95

-D 1: timer (tds; determines when location needs to be determined (onto chart/"score")=pd, see earlier 3E N.

-6/95:

-< 2.5, (3-pat), 2> 3E190 GPS Billing Systems: Software tabulates charges according to where system was used. Eg: Charges or taxes based on the state in which expensive equipment was used, easing state tax and billing procedures. System tabulates minutes used with when, where and or how. For aircraft, boats, mobile communications.

-can't negate patentability; marketable? Additional applications needed.

-when car rental taken beyond area or country, price per mile there might be higher. Eg: car accidents are worse in Mexico. Higher car rates per area might not be constitutional.

-more applications needed.

-patentability: changing accumulation ranges; GPS taxi meter. But the applications, eg: insurance effects patentability. Using many diverse utilizations, I'll bring up more prior art for patent application.

-Patent search strategy: GPS or (global positioning system*)

* 3E-020 GPS Record Keeper: Automated record keeping system records where user was when and for what purposes. GPS and clock record time and places. User keys in their activities. System is portable, and or attachable to vehicle. Applications: business and IRS record keeping; out in the field scientific record keeping. Time saver.

-"Analyzer": system studies the "score", "status" of objects, in terms of their w5, uip, etc.

D1: user or unit = tr(s) ~ analyzer ~ c = gps = m.

D2: determining whether portable tr is indoors/out: portable tr = transmits (ongoing) signal (whether indoors or out) = (indoor) receiver receives = then knows the object to be monitored is or isn't nearby.

* D3: playing indoor/outdoor games: players / system knows where other players are -> players / sys responds accordingly.

* 3E-220 GPS Record Keeper: Automated record keeping system records where user was when and for what purposes. GPS and clock record time and places. User keys in their activities. System is portable, and or attachable to vehicle. Applications: business and IRS record keeping; out in the field scientific record keeping. Time saver.

-"Analyzer": system studies the "score", "status" of objects, in terms of their w5, uip, etc.

D1: user or unit = tr(s) ~ analyzer ~ c = gps = m.

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* D3: playing indoor/outdoor games: players / system knows where other players are -> players / sys responds accordingly.

(The following section 3E-220 was formerly file 4G: Expansions on my inventions that were manufactured by manufacturers after registration of Steven Kays' earlier papers.)

<> 3E-220: SYSTEMS UTILIZING "POSITIONING SYSTEMS" / "REMOTE":

Diagram: 1other|2c\3tr\4rc = 5md\6other = 7mfh\8function\9other

Separate (Related) Products

Diagram: 1other/2c\3tr\4rc = 5md\ 6[other\lens] = 7[mfh\recorder\camera] \8function\9 element being viewed

Camera follows tagged person: see related kn.

"Camera" only captures people/objects 9 if they are / aren't wearing an 5 MD. Camera follows 9's movements by: angling camera / activating other camera's closer to moving 9.

-Who camera watches: A] unwanted intruders would be without the necessary code from their 5 MD; B] particular people with applicable transmissions from their 5 MD.

--hence watched more closely via camera = guard's "display"/mfh. Locations of wanted / unwanted: 9 people/objects/animals can also be sensed via^: sensors for heat, vibration, pressure sensitive panels (as person walks/sits), microphones (picking up any/[particular or unusual sounds (sound analyzer)]

-OTD: Camera 6, records 8, images onto (moving video, cinema film; still film; "c" memory (digitally)). 8Access; 5Air pad; Basic; 5C; 58Composition; 7Date; 8Display; Entertain; GPS; Interactive; 6Microphone; 6Mouse; 67MP; 67MQ; 7Multi-user (watcher, person controlling system); 5Notifier; 6OSC; 56Portable; 67PP; 5printer; 5Remote; 7Score; 5Speach; 57UIP; 57UK; 57UQ.

o-58 Casio's CMD-10 Wrist Remote Controller.

o-58 Automatically balance speakers, and turn the TV screen, according to the watch's position.

o-57 It also has the tel ring only in the room you're located helpful. 7 - also receptionist/her equipment. 8 - user's telephone.

o-58It also activates lights

o-58Locates needed objects. Needed object is 8, which has own "tr/rc", "c".

--

Camera adjusts to PD's location: 5 Camcorders; 5Cameras;

o-Games ("locator" so user knows 5W about their 1enemies / 1team mates while playing indoors or outdoors [game not limited to playing only in front of computer, 7 MFH is the central computer

o-Temperatures go up/down according to^: the room PD's in/# of people there as well/the type of temperature they prefer as is in system's memory for user's PD/what is "uk" into "PD"'s "remote".
o-*Tel N using GPS in GG\1G
o--this 3E-220 file copied to better N file 1.95.

2E-240 GPS Organizer: Tabulates w5 occurrences of user(s)(people, animals)/product/environment, eg: where you went (to research/travel/shop) when and or why.
-same as KN in R-List file.

Track - End

PS – Zone

" ZONE - ACCESS " = User is restricted access according to its location. Scares off, or attracts people or animals out of, or into territories. Subset of "Zone-Function", hence only inventions whose main function is access control are filed here.

+ 1C-121 Movement Controller:
Upon system identifying movement of person and or animal in unwanted zones it emits unpleasant sound(s) in and or out of the human's range (latter is preferred) of hearing in order to deter the current and or future repetitions of entry (psychological molding as well). PS-Zone.
-perhaps certain size animals are wanted to be kept out of a section of an open zoo (one without walls)
-teaching pets where not to go, what not to do: eg, avoid certain sections of house, garden; don't run out front door...
-ap: landowners wanting to keep wrong people off territory, user can have remote ("R") control or other device to deactivate system when they are in the this "unwanted zone"; governments, companies, etc which want to inhibit though not restrict unwanted beings from zones; keep land free of many animals or people from trampling for biological reasons; get animals away considering the disadvantages of fences
O-Inhibit animal behavior with functions of 1C-120.
-Ap: controlling: pigeons and other unwanted birds in the city, farm, etc; the direction in which animals are induced to go or not go, stay, not stay; rats and other rodents; make pet birds reduce their vocal sounds
Footnotes: remote ("R"); display (shows type of sound by decibels, etc); pp; mp; uk; all; "mic"; portable; bp; alerter; osc; vc; score; tgh (makes sounds to drown out type of bad noise); cart; cp; uq; uip.

" ZONE - FUNCTION " = Designated functions occur in certain locations.

5A580 Wanderer: functions according to where person travels on planet, invention is worn by person. Device receives transmissions from satellite, telling device its location within a meter or so (technology exists)
Function #1: keeps records as to person's travel locations with time spans in each "zone". May be attached to vehicles or any product or animal
Function #2: upon device's entering a bad zone, it: alarms with a siren; explodes ink all over; sends out a transmission in the hopes that a receiver somewhere will pick up on this device that is where it shouldn't be.

5A581 Satellite Ground Movement Controller:
functions according to where person travels on planet, invention is worn by person. Device receives transmissions from satellite, telling device its location within a meter or so (technology exists).
Function: upon device's entering a bad zone, it: alarms with a siren; explodes ink all over (money stolen and taken from bank without being properly deprogrammed); sends out a transmission in the hopes that a receiver somewhere will pick up on this device that is where it shouldn't be
-keep children, prisoners, etc within certain zone
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip)
-merges w KN in "E" or "G" directory.

8B470 Toy for children or adults:
when toy has crossed certain line, or entered into a field within a transmitter, it will sound once. Only sounds again when taken out of and then back into the zone. Zones are crossed when tripping a laser light; triggering a motion "sensor"; Distancer: entering or leaving within reach of a weak transmitter; the interface of toy touches interface of another object, eg: seat of plane; etc.
-as fail safety, device may have more than one way of triggering itself, thereupon it goes into desired sound, action only once, even if getting another positive signal from another way
-dolls & robots & teddy bears & toy cars, planes, trains, watches, jewelry, attire, etc.
-entering into different zones can create different sounds. Additionally, toy can be programmed to toggle between different sound and action options when going into applicable zones, eg: in mode A, when entering zone 1 it will laugh; when in mode B, entering zone 1 it will say "i love you". The toggling of modes is done on the toy or the transmitter.
-toy for pets: makes sounds they like: barking, meowing, squealing like prey animal. Can emit smells when in zone.
-might emits smells in zones
-for certain toys, device might only trigger desired reaction a set percentage of times it enters zone. Purpose, create more suspense; cover up for times device should have reacted but didn't in correct manner; etc

O- possible actions, When entering/touching the:

-. bathroom or near the toilet's transmitter, toy will urinate water starting in five seconds.
-. kitchen, it will say "I'm hungry"
-. car, it will say, "let's drive" and or drive the car, bus, boat, plane, etc.
-. musical instrument, it or the instrument will start to play and or sing or ask the child to play and or sing
-. dog barks, cat meows when put on a leash, and or put outside
-. doctor comes close to another doll, it: touches and or speaks like a doctor
-. baby cries when coming close to mother
-. man, woman, boy, girl make kiss sound, etc when coming close enough
- putting on device's sun glasses, says "wow"...
- walks a meter a few seconds after putting on: both shoes; coat; walking stick; purse; closing doll house's door; getting out of car...
- has many more possibilities

B7-121-022001 Toy Multi-Sound Activator:
Each toy's position generates the appropriate unique sound. Example positional sounds for toy airplane: ascending, descending, flying high or low, alert sound when enemy plane approaches. Also for dolls; toy cars speeding, turning corners; science. Infinite sound possibilities.

-For toy autos, dolls, robots
Technical: sound emissions determined by: heights, and degree to left or right from transmitter, degree to which button is pressed in (either effects volume, or depending on the notched position of button the actual type sound emitted)
83
-The further one goes in one direction, the greater the degree of change, or after a certain distance the sound or music can change completely.
-Sound changes by angle of device, eg: toy airplane's make different sounds taking off and landing; also for toy cars & trucks; boats on moving water.
-(don't translate: this product also includes descriptions from B7-14)

OTD:
All; "R"; "S"; pp; mp; uk (desired sounds); interactive; toy; game; entertainment; "mic"; exercise; portable; sst; bp; sp; osc; vc; egh; score; md; cart (sounds); cp; distancer; clapper.

% 3E-140 GPS Instructor:

Tells user what how when where and or why (w5) they should move act respond and or think. Examples:
-Game instructor: what moves should/could be made for playing chess, go, Othelo, checkers, outdoor games...
The Game Instructor may also be your partner.
%-ball games, GPS guides the ball against the person, eg: for one person soccer, ping pong, etc.
-D: this N = uip / m / analyzer.

.-this n vague, yet distantly related to other N,.eg: earlier in 3E file.

$$$P 3E150 "PS-Zone" - Zone Controller: Location is correlated with applicable functions; the point on globe signals to the GPS's analyzer in helping to determine applicable functions. Any one or multiple functions of sys can be restricted and or extended based on the location(s) for one or more of sys' (multiple) ("portable") parts. Examples: system only functions fully in Manhattan, and is only in receiver mode while on Staten Island.
-utilizes 3E151
-D: (changing) location / `circumstance' = analyzer / gps / sensor / c = c / m
. APPLICATIONS:
-can't access expensive db outside of particular areas, or pay higher in such case.
-# of uses for this N need to be increased/decreased w/in designated zones.
-Intelligent Monitor 2E251
+ 3E010 Mobile Tel Location Notifier; 3E020 GPS Record Keeper; other + KN: using "distancer", and "PS", and "GPS" parts.
-R Stick 5E020
+ "Route":
--Data routed to u's (portable) unit (part of larger sys) effected by u's location. Data includes: "db"; "access" to PS systems (u can know or give out their location).
--SW: functions limited
-"entertain" and "game" : their functions / options can be limited/extended)
---OTD D: U = This N Sys (functions effected (limited/expanded) by zone of sys / u w n (part)) ~ C = ACCESS (); ANALYZER (); CAMERA (2e251); CART (can only be used/inserted in limited zones); EDIT (); EDUC (); K (designated keys are so limited); M (designated db are so limited); MIC (records based on zone of sound emitting source / sys / u); MO (); MOUSE (); MULTI-USER (certain u can only use sys in limited zones); NR (will/won't function); OSC (will/won't function); PR (zone is one of the requirements for "access" to work: access to alter the sys' sw; cuts out options for computer hackers); Q (certain questions are ignored / or not allowed to come up); R (functions via remote control limitable); ROUTER (); SCORE (the w5 occurrences = scored / usable / viewable by u / sys); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STATUS (); *STEREO (); SYNTH (); TDS (clocks occurrences when sys in designated zone); T (incoming/outgoing communication restrictions; "access");
--TILT: Restrictions apply; signals generated (by tilt) can be interpreted differently according to the zone,

---eg: the first 10 or 100 potential signals (created by tilt) are interpreted differently. D: The sw/db files = associated w each signal are= handled/"routed" differently= according to the zone.

TR (transmissions may not go thru); TRACK (greater tracking based on zone); U (each/certain u can use system w/in designated zones); UIP (db compilation effected by zone; uip gets data input only from occurrences in set zones; uip is allowed to influence/control sys which has its applicable part(s) in set zones); UQ (some or all q answerable based on zone); VISUAL ANALYZER (studies images received from designated sources. Sources defined as: "CID"; zone; type sys; type sw); VR* (any "portable" function limitable); WA (any "portable" function limitable).

--OTD T D: T (U (Communicator)) = "PS-Zone" (certain functions of sys are limited / extended based on location of u / (portable) sys (unit) ~ C =
ACCESS *; ANSWERING MACHINE; ARTIST **; BALANCE *; BVA; CID; CAMERA (LENS); CART; CLAP; COMPOSITION **; CONFERENCE; EDUC; FS; GAME; HOLD; INFORMATION RETRIEVAL (u / sys needs to be in designated zone to "access"); K^; LOCATOR; M; MIC; MOUSE; MP; MULTIMEDIA; MULTI-USER; NOTIFIER; NOTIFYING CALL; PD; PORTABLE; PR; PRINTER*; R; ROUTER; S; SCORE; SOUND ANALYZER; STEREO; SYNTH; TDS; TRANSFERRING INTER-SYSTEM TELEPHONY; UIP *; UK; VISUAL ANALYZER; VOICE MAIL; VOICE MODULATOR; VR; WA. = [previous parts following the `OTD T D' are parts of this diagram, which interface / control / effect communication with] = (multiple): T (U (Communicator)) / Users / %Sys.

. Misc:
-This is a sub-part: "PS"-Zone; or maybe it covers all of PS-Zone too?
-Patent search strategy: #1] GPS. #2] GPS and (zone or zoning or zones or restrict*
-General OTD D: U = This N Sys (PS-Zone) ~ C =
ACCESS (gain access only when in designated (alterable) zones); ANALYZER (); AP (vr, R); ARTIST (convert movements into graphics: general research, novel artistic form)*; BA (study movements of animals/people = UIP/"analyzer"); CART (); COMPOSITION (movements = generate music: KN Yamaha Miburi); MULTI-USER (each u has differing zones); NR (when u exits/enters designated zones); OSC (); PR (); PS (); Q (u asks how close they are in meters to (next) desired zone(s)); R (); SENSOR (motion); + TILT (); TRACK (where u is/goes/went and other w5 elements); U (); UIP (); UQ (); VISUAL ANALYZER (); VR* (); %WA ().
-Patent search strategy: GPS or (global positioning system*)

. OTD D: U = This N Sys (PS-Zone: functions effected by designated "zones"; Body Movement NR="Analyzer" 1J010) ~ C =
-1J010 Body Movement NR: (angles and motion modes of body are additional signals)
.-1J080 Ice NR: ()

-4E010 Alternator = Body Movement NR 1J010: ("sensor" "scores" "exercise" activity of u for: calories burned; energy created (for battery); suggested preferred body motions that would increase the level of battery powering up, eg: movement type #1 (folk dancing) creates 153 percent more energy than #2 (walking down stairs)). VR, motion "sensor".

-4E030 Image Input Access Sys: (create designated movements to create desired signals which function with "access", in other words body movements, like drawings and passwords are signals (for access))

-5E020 Remote Control Stick: ()

-5G061 Dyslexia SW: (images & osc experienced are effected by any signals created by U, eg: 1J010)

-7G050 PVC Notifiers: (excessive body movement causes NR when situations require less body movement, eg: harmful substances (gases) in air should not be breathed in large scale)

-7G052 Flexed Level Notifier: ()

+-see extensive additional developments to PS-Zone, eg: 3E150, 3E151, 3E152. These are scheduled for major expansion from 10/95.

++ $$ 3E151 GPS Circumstance Correlator and Controller: Locations and or circumstances can restrict usage of portable system. Examples: special access codes required to use certain functions after certain date or other circumstances. Circumstances include: when, where system is, what is happening.

-Utilizes 3E150.

-circumstance(s) can be correlated w = uip / m / sensors* / analyzers / access* / multi-user / location ("locator"). According to the location/distance, the system can and or cannot do certain functions.

-D: (changing) location / `circumstance' = analyzer / gps / sensor / c = c / m

-6/95:

<3-if good applications, 3, 2> 3E151 GPS Circumstance Correlator and Controller: Locations and or circumstances can restrict usage of portable system. Examples: special access codes required to use certain functions after certain date or other circumstances. Circumstances include: when, where system is, what is happening.

-deactivates after certain time reference, or event.

-problem: can market negating events? applications?

-can't rent car beyond zone. Car agency charges penalty.

-similarity: utilizes soft bracelets by ex-convicts.

-as with 5E020 (secret), each position (zone of U's location) of U corresponds to differing signals = these signals generate designated commands or functions.

-each positioning of body part can also generate additional (simultaneous) signals.

+ "Distancer"

-Patent search strategy: GPS or (global positioning system*)

+++ R58-1 GPS Task Reminder: COPIED ALL/PARTLY FROM PS PARTS PAGE.
System prompts user what to do when user has reached desired destination. System then prompts where user should go next. Example: 1] user drives by supermarket, and is prompted every Monday to buy eggs; 2] user programs system to notify him whenever he approaches one km from dry cleaning store. Upon reaching cleaners, system automatically prompts user to pick up fertilizer 400 meters away. Exists: tour bus gives pre-recorded information about view for each section of route; bus' location deciphered via GPS.

-PS: (notifies user what to do (w5) when user is near place where they could do designated task, eg: pick up eggs);
-this is related to the existing tour bus system in Japan whose osc corresponds to bus' location.
-D: user "k" type task -> "k" ps' coordinates for w5 (namely where, *when, what) task -> later when user (drives/walks nearby (within 5 meters if in walk mode/500 meters if user is in vehicle) arrives in designated coordinates (w5) system "notifies" user and shows (s)/osc needed task -> user "k" when task accomplished/ notifier no longer needed for that / any task (for designated time period, while they vacation).
--system senses speed of user, hence knows if user is walking or not / user may "k" their mode of movement.
-OTD D: This N Sys =
ACCESS (); ANALYZER (what to do when, where, when, why, how (gives best route to travel (taking into account time of day)); CART (type analyzing sw, maps); S (); M (); MULTI-USER (different routes, needs, cities); NOTIFIER (osc w display (showing direction, needed task)); OSC (); PR (); GPS (); Q (correct street directions); STATUS (shows what tasks done* / not done).

Zone-Function End

" ZONE - IMAGE GENERATOR " = Map of (body) (3-D) movements creates image. Applications:
-Instructs: how to move body, such as in sports; playing (chess) games; playing musical instrument; dancing; figure skating.
-"Access": designated images of movements allow access.

3E152 Positional Image Generator: Changes in position of moving objects are registered by system which intern generates an image or "track" for said changes. In other words their pattern of movement via zones / tilt generates a pattern as perceived by "sensor" -> C. Moving or stationary images are generated by location of elements in subject that can generate signals in "Visual Analyzer".
-position of each element generated by: 1] light / color / heat generated from portion / all of targeted object. / 2] tr (transmitters (on surface / appendages / inside) targeted object. / 3] "distancer". / 4] locator: KN finds objects.

-D: signals coming from (moving/stationary) object(s) = "analyzer" = image generator / "track" (score, intelligent monitor 2E251, uip-db development).
-this part is similar to many other sub-parts.

" ZONE - NR " = Alarm occurs when object leaves or enters a location.

<3> 4C030 Positioning System: Improvement
System tells guardian distance child is away (not just the existing system that notifies when child leaves beyond range). System also tells child to return. Also: when pet hears louder and louder painful sound the further they transgress beyond existing wireless security fences.

-Alert activates buzzer or audio recording stating person has gone too far. Previous exits.
-sys tells direction / distance / location, via: "locator", of being.
-osc which tells person or animal (to come home)
-PS D: c (osc, el shock device, s, compass, uip (studies what wearer is doing (while they are w5 they are not supposed to be doing what they are doing) = tr/rc (on wearer) = tr/rc (with guardian/observer/police/trainer) = c (s, *osc, *printer, analyzer)
-Old worthiness codes probably based on viewing only existing system: <3: improved version> <these codes for non improvement version: 1, 2> Improvements reiterated: Alert is generated whenever person goes beyond certain distance.
-Whenever child's pendant goes beyond desired distance from other half of "Distancer", it tells him to return home. (Activates when it loses radio contact with his home's transmitter for more than five minutes.)
*-can be designed so only guardian can take off pin
-also has timing device alarm if child is in nearby vicinity:
O- Related to: 5A-020-0422004 Talking Pin:
+ tells child to return home at anointed hour, or tells other person any programmed statement at desired time (this characteristic may be marketed separately by another person since its filed separately as well). Records via own microphone.
*-invention is merged with the walkman concept
*-can send signals via osc beeps, lights, vibrations (eg: invention is kept in pocket).
*-press button or pull string and it will laugh or make any desired sound/music: company moto, eg "sell", "go 100%", "we're trying to be #1"; animal sounds; your or friend's own voice; etc
-"Distancer" informs guardian (eg: mother; prisoner's guardian; animal custodian) distance of entity.
-this product is related to many other products using the distancer

-OTD: display; fd-hdd; pp; mp; uk; tds; interactive5; EDUC%; toy%; basic; game% (eg: for game with rules designating how far a person can or can't be - going into bad zone sets alarm and or penalizes player by deducting points from final "score"); portable; ch; au; bp; sp; osc; speech; vc; score; md (makes mother feel more comfortable); cart (desired distances, audio recordings); "T" (calls security, etc whenever ever person has entered into bad zone); rpc; uq (eg: where is desired person); access; pi%; distancer; motion sounder (eg: whenever motion is detected in either crucial half of transmitter, the monitor and monitored hear a sound); locator; multi-user (eg: multiple people can be monitored from one central unit); remote%; notifier; visual analyzer% (this guardian system being described works in conjunction with the visual analyzer).

R189 Anti-theft Car Alarm memorizes car's position [eg: get N for distancer used for cars] 29 Aug 92 NK

C84 = "tel" = "notifies" owner if car is (illegally) moved (plus W5 (via C84/PS/GPS)

File: Locators / PS IMI * Functions

POSITIONING SYSTEMS – CENTRAL FUNCTIONS *

Less Important Parts File

"CORE GPS DIAGRAM"

-Source of PS cuttings were marked 6.96:

-GPS = "Core GPS Diagram"

-Diagram Part 1: 1 "uk" = 1A Ground GPS computer ("C") (memory) = 1B Ground GPS transmitter = 2 satellite (receiver = computer ("C") (memory) = transmitter) = 3 GPS ground receiver = 4 (portable) ground GPS computer ("C") (memory) = 5 software (allows/selects programs/systems/functions) = 6 signal converter = 7 output.

Diagram Part 1A - this is an expansion of part 4:

4 GPS ground computer ("C") = 4A transmitter/receiver = 8 "MFH" = 9 transmitter/receiver = 10 another "MFH" = 11 transmitter/receiver

Diagram Details: Ground GPS 1 - 1B: has "uk", one or more "display", "cp"

-analyzation/determiner of what functions may be controlled can be in part 2 (in satellite) and or part 4 (on ground) and or 7 ("MFH" in order to save space in 1 and 2)

-a line can also be drawn from 1A to 5

-4A determines what needs to be transmitted to 7 "MFH"

-6 Output: see applications.

.-9/10/11: monitors and or controls the ground GPS' actions; for additional capacity (database, functions, connection to other entertainment systems).

US Patents No's: 4894662 4899285 4924402 4949089 5070537 5087919 5119341+-Extender under water 4719469 4384293 4445118 4550601 4599620

OTD for "Core GPS Diagram"

GPS portable ground unit (1 and or 1A and or 3 and or 4 and or 5 and or 6 and or 7), ground system can be integrated with one or more of the following : access; air pad; notifier; balance; basic; bp; cart; cc; character; clap; %composition; d; date; distancer; *educ; *egh; entertain; *exercise; "C"; float; fs; game; interactive; locator; microphone; modem; *morning; motion sounder; mouse; mp; mq; multi-user; osc; uip; portable; pp; printer; rcp; remote ("R"); score; %sound analyzer; speech; sp tel; synth; tds; tel ("T"); tilt; toy; tr; uk; uq; vc; visual analyzer; vr.

2 satellite unit: system can be integrated with one or more of the following: access; basic; bp; date; distancer; "C"; fs; interactive; locator; multi-user; uip; pp; remote ("R"); score; tds; tel ("T"); toy; tr; uk; vc; visual analyzer.

8 GPS' "MFH" can be integrated with one or more of the following: access; air pad; notifier; balance; basic; bp; cart; cc; character; clap; %composition; d; date; distancer; *educ; *egh; entertain; *exercise; "C"; fs; game; interactive; locator; microphone; modem; *morning; motion sounder; mouse; mp; mq; multi-user; osc; uip; pp; printer; rcp; remote ("R"); score; %sound analyzer; speech; sp tel; synth; tds; tel ("T"); tilt; toy; tr; uk; uq; vc; visual analyzer; vr.

7 Output ^consists of the following: the product can only display/transmit/broadcast certain information/music according to the country and applicable copyright laws in force; on/off switch (system only operates fully/partially/at all according to zoning); type data news; database; music; maps that are available for access [eg: user doesn't need to request maps needed; depending on the user's ID code, they will be given applicable maps and or information {eg: ground data about stores...}]; "synth" of sound, eg: volume, bass, treble; regionalization of system [selects radio, tv and other broadcasts applicable to the location and user's tastes, eg: "PI"; accent can be southernized when used in the south USA]; system allows routing of incoming and outgoing tel ("T") and other transmissions via the cheapest and or most efficient/applicable modes/lines/systems; speed of system and or output; special permission needed (eg: from "MFH" or supervisor (boss) before certain

functions/data available in certain zones); ability to call out and or receive transmissions (eg: access w/ certain tel #s)

Additional function for part 7:

Anti-Theft: User programs where item(s) may be and if they are moved without correct deactivation of the code system responds ^by: sounding alarm, contacting security via air or wire, becoming non-operational. Useful ^for: cars, bikes, stereos, boats, computers...

-has all the functions of the "distancer" as used in its anti-theft operations (see previous patent office filings.)

-track item after stolen

Distancer:

all functions of distancer in previous filings can be replaced by using one or more GPS systems simultaneously.

-Depending on the application, the size of GPS needs to be reduced and governments need to allow greater pin pointing of location accuracy.

-Also see my "distancer" patent application filed late 1993 in Moscow.

+ All these inventions are very related:

-3E010 Mobile Tel Location Notifier:

-3E020 GPS Record Keeper:

-3E150 "PS-Zone":

-3E151 GPS Circumstance Correlator and Controller:

-3E180 GPS Locator:

-3E190 GPS Billing Systems:

-3E210 Indoor GPS Extender:

D Overview - How parts might fit:

OTD: U / Other (KN) Sys = This N Sys (PS) ~ C =

. PS - R - Tilt:

PS:

-3E010 Mobile Tel Location Notifier:

-3E020 GPS Records Keeper:

-3E150 "PS-Zone":

-3E151 GPS Circumstance Correlator and Controller:

-3E180 GPS Locator:

-3E190 GPS Billing Systems:

-3E210 Indoor GPS Extender:

Remote Control:

-1J010 Body Movement NR:

-3E061 Body Motion Instructor:

-3E150 "PS-Zone":

-5E020 Magic Wand:

Zones - Monitoring:

Zones - Utilization:

Access:

-4E020 Registrar:

-4E030 Image Input Access Sys: images created by patterns of motion (geographical (zones) / bending / tilt).

3E152

T:

-3E010 Mobile Tel Location Notifier:

-3E010 Mobile Tel Location Notifier: keeps sys w/in zone = coordinator activates = 3E210 GPS Extender when applicable.

-3E020 GPS Records Keeper: Includes GPS Billing.

"PS-Zone" Section: Each of the GPS Zone Control Systems are seperatable products according to their type applications, that is each of the applications can be sold separately though their technologies may be greatly in common. Coverage includes: 3E010-3E020, 3E150 - 3E220.

-this is sub-part "PS-Zone"

?? . 1G090 Sound Cancelling Device Selects Unwanted Frequencies. Examples of what's not canceled: verbal communication, tel rings, door bells

-this N copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.

-cancels sounds except for (what desired persons are speaking):

-if there's much noise in room, user puts "sensor" near their vocal chords. Those vibrations match those they speak.... Voice recognition can be with just this vibrator and or with the "mic" as well. This vibration "sensor" / "mic" can be cordless.

-D: sensor/microphone = computer ("C") = sound canceling device (osc via speakers and or headphones)

-utilizes 1G21: Walkman permits ability to hear sounds in environment.

-OTD: ACCESS **:(); CART *:(uip of each desired person(s) voice characteristic (then "sensor" next to person is optional)); COMPOSITION *:(lets user compose music in room and cancel other unwanted sounds not emanating from his music composition, or other sound he is generating and wants to hear);

ENTERTAIN:(); MFH:(uip of wanted and unwanted sounds); MULTI-USER*:(each user has different sounds they prefer to cancel out (according to one or more of their selectable UIP)); NOTIFIER:(when a distortion is/appears inevitable (and user can make some alteration (pr)); OSC:(); PR:(); PRINTER *:(decibel graphs); PS:(mic adjusts to sound source's (moving) location); Q *:(ask: what sounds are/aren't wanted); R:(); S:(); SCORE:(tds; shows effectiveness of what is/isn't being canceled (and how)); SYNTH:(alters desired sounds (composition, from speech...: so that it falls within sound range that isn't canceled); Tel ("T"):(cancels unwanted sounds in room while speaking: copied by AT&T); UIP *:(); WA:().

-doesn't see need; limited market; expensive.

-he did much work in GPS, would have hard time staying ahead of market since very crowded already.

Re-Move: R127 [Commuter's train ticket credit card: circuit emits frequency read by device in ticket gate. JR (Japan Railway)]. Also copied to "Access", "Score", "Track".

END THIS PS FUNCTIONS FILE

File: Locators / PS Other

PS – Positioning System Inventions - Other

3C-110-08300Q Jumping Jacks Distancer: Not for GPS Convention

Distancers between legs or arms. Each time person exercises by moving their legs or arms apart beyond certain distance, the distancer will sound.

-distancer can also count the number of times the movement was made (if the legs or arms went beyond minimum distance.)

-another way of measuring: distances traveled by animals on foot or by wing; the amount of work conducted by certain machinery, eg: pistons (the amount and degree to which they go up and down)

3C-111 Walk Restrictor: (distancer). Not for GPS Convention.

The distancer between legs creates effect if the two legs are ever parted beyond a certain distance. Replaces needs for chains on legs of convicts. Invention can 'notify system when user is behaving in 'designated manner (and be without any physical body movement restriction).

-The effect when legs go too far: sounds; or creates pain; or alerts central computer via radio waves...

-A more civilized way to keep prisoners from running away

--Attachments to the legs are nearly impossible to take off legitimately

-With no full physical restraint, a Warning / Mild Pain might be given to (animal's (appendage)) via: sound, (mild) electric shock...

For complex activations:

Person can have numerous distancers around their body, eg: wrist, fingers, ankles. According to their movement (closer/farther; higher/lower; more to left/or right (though not necessarily farther): sends signal to receiver; each such signal is understood differently according to which device is sending which type of Morse code message (eg: up and down twice is yes; three times is wait...)

-system may have several receivers as well

-ap: making music according to how body is moving; for invalids; analyzation, recordings of how animals move

+3E-040 Proximity Sensitive Microphone: Sounds from kitchen or other locations coming to any mic (for tel, etc) can be programmed to have less effect on microphone if it is within a selected distance (as programmable by user).

-greater or less preference given to 'designated sounds. 'Designated definitions include: location, type sound(s), characteristics connected to sound (such as if it comes from the client or service provider speaking – each having own RFID (PD).

-If there's an actual physical movement restricter aspect, it may have liability issues – as user may sometimes need to run, eg: catch papers flying in wind.

3A-752-042003 Body Movement Sound Generator: Not for GPS Convention.

As person moves about room tripping different laser lights they'll generate corresponding sound, creating a sort of new music. Can have multiple sources of light and or use light reflectors.

R111-1 Pet Locator:

Know your pet's whereabouts through many means, eg: the direction in which the pet door was originally opened; or 'positioning devices attached to the pet, etc.

-An (electro) mechanical devise can show which way the door was first pushed. It may or may not allow for the door to swing afterwards (as much as the first push).

-The way the door was opened, either going in or out, results in door shutting in certain manner and easily seen by owner whether they look at door from inside or outside. Either know via mechanical means / el sensor = c = nr

-pet's collar has transmitter which shows if animal went in or out of door (based on direction in which pet's transmitter got weaker); transmitter shows what part of house or garden they are in, by owner looking on special display ("S");

-way door was opened also can trigger electronic signal showing if animal past in or out of the doorway

-

Cheaper Mechanical Notifier Options (non GPS aspect):

-(dial) switches between two colors, showing which way the door was pushed.

-The dial/prong/gadget moves upon the initial door push. Perhaps a swing dampener (reduces subsequent swings) helps the gadget from confusing the first door push with either the subsequent swings or wind induced swings

.-(certain products from this feature number are Not Electronic) user knows if pet is inside or out, based on whether they past through their special door or not.

-Flexible (plastic) tab:

Flexible tab on inside door frame or threshold, is pushed and kept in one direction, based on which way the door was opened. Know if the pet is outside if the tab is seen inside the house.

--It sticks out, and is pushed against by the door being pushed. Once the door is fully pushed, the tab is also pushed all the way back. Then the strongish tab snaps back faster than the door swings back. The tab keeps the door from swinging much, or even beyond the tab (in holding position) against the door being swung back. A visible tab suggests the pet went through and out the door from the view perspective of the (human) observer. (Fun) wording might be printed onto the tab (stating pet is in on one side, and out on the other).

--(requires a) thin door.

--TM: Pet Tab, Pet Flip Tab

-

* Less Important Section of R111-1: (portions copied from us by another co)

Know where pet is located. Need not worry if pet is lost. Location of pet known via one or more of following modes: pet's collar transmitter sends signals to receiver inside house, if its home; pet door's receiver knows if pet last went in or out; a non-electronic version of the pet door is such that the way it closes is so it shows which way pet went out (latter not patentable?).

-owner's receiver can be used to find animal's collar transmitter. Receiver signals if owner is getting closer or farther from animal.

-useful for locating children; animals in large zoos; nature areas; etc.

-pet's collar also has a receiver...analyzer...speaker. This makes the sound(s) designed to call dog, eg: "whistle", or animal hears its name.

Footnote:

This locality concept applies to any moving element other than pets too, eg: vehicles going in and out of a walled in zone; locator

-OTD:

ACCESS **:; CART *:; CLAP: (for animal to make sound: meow, bark...; Display ("S"): (score on animal (their location)); "M": score; "mic":; PD: worn by animal; PP/MP:; MQ/UQ *:; MULTI-USER*: (multi-animal(each wears different pd w own type code being transmitted); NOTIFIER:; OSC:; REMOTE ("R");

SCORE:; TDS *:; UIP *: (user being animal, eg: for laboratory study of animal movements/behavior); UK; %WA worn by animal (makes sound if they walk too far; makes interesting sounds (wild animals to excite pet). -utilize kn: 1] "locator", knowing whereabouts of wearer; 2] "locator" induces wearer back via: osc/el shock -works with our Pet Door – Dirt Retriever Invention.

Airport Luggage Tracking:
-RFIDs placed on cargo: built in or via tags
-RFIDs remain deactive until receiving a 'desginated signal. RFID's aren't wanted to broadcast signals while in flight (disturbing navigation, etc). RFID's broadcast for (15 min) after receiving the "It's OK to broadcast" signal; and will continue broadcast as long as the "OK signal" is received.

Other: Exists: 1] Voice activated navigation system gives instructions through car's speakers. Eclipse by Fujitsu Ten, 19600 Vermont Av, Torrance, CA 90502. 2] Sony's PYX15 model.
. Know how any one or more objects/parts [has or is 'predicted to] move. The analysis ^determines: *how, when, where, *why, what moved.
. See many GPS files, eg: 3E for details.
-See "C": system' feature (also viewed as part) 'adapts according to circumstances.
-Drawing: A/A/A/A = tr = Computer (B (PD)) = tr = A/A/A/A... Notes on Diagram: Multiple (A) receive (B)'s air wave transmissions. If there is only one (A) installed and or in operable condition (able to receive [B]'s signals without hindrance) then distance is gauged. If multiple (A), system knows the location of one or more (B). (B)s' movements may be monitored, analyzed and converted according to manufacturer's and or user's programming.
. See details on "Distancer" for details.
. For Techies: access; % air pad; basic; % cart; display ("S") shows the location and or distance of [B]'s; "C"; % [B] float; GPS;
% interactive; "M"; % morning; pp & mp (in which positions [B] should be in to notify users and or another device; how [B]'s position(s)' transmissions should be processed and analyzed and in tern possibly activate and or deactivate functions in said or other devices); % multi-user; notifier; osc; movement of [B] for uip; * printer plots: [B]'s position(s) over time; % remote ("R"); score; % tilt; U (user asks system questions); visual analyzer (senses for: changes in location [or any movement] via its camera eye); vr. See "C": sys (system) feature 'Adapts according to circumstances. "Billing".

More: G.P.S. System analyzes whenever any one or more objects/parts move in relation to any one or more objects/parts. The analysis ^determines: *how, when, where, *why, what moved. 'Locates the 'PD (Positioning Device). 'Analyzes the movements of pd (positioning device) : in terms of W5 (what, where, why, when and

how) of movement or location. ps (Positioning System like GPS) 'reacts as 'designated to the movement or location of 'designated objects. See 'PS-Zone sub-part.

File: Locators / PS Misc *

PS - POSITIONING SYSTEM MISCELLANOUS *
Give This File Less Focus – Many Squirrelly Details

GPS Deactivation Security Device: obvious or exists?
User programs where item(s) may be and if they are moved without correct deactivation of the code system responds ^by: sounding alarm, contacting security via air or wire, becoming non-operational. Useful ^for: cars, bikes, stereos, boats, computers...
-has all the functions of the "distancer" as used in its anti-theft operations (see previous patent office filings.)
-track item after stolen

Applications.
Consists of the following: the product can only display/transmit/broadcast certain information/music according to the country and applicable copyright laws in force; on/off switch (system only operates fully/partially/at all according to zoning); type data news; database; music; maps that are available for access [eg: user doesn't need to request maps needed; depending on the user's ID code, they will be given applicable maps and or information {eg: ground data about stores...}]; "synth" of sound, eg: volume, bass, treble; regionalization of system [selects radio, tv and other broadcasts applicable to the location and user's tastes, eg: "PI"; accent can be southernized when used in the south USA]; system allows routing of incoming and outgoing tel ("T") and other transmissions via the cheapest and or most efficient/applicable modes/lines/systems; speed of system and or output; special permission needed (eg: from "MFH" or supervisor (boss) before certain functions/data available in certain zones); ability to call out and or receive transmissions (eg: access w/ certain tel #s).
-RFID and other items tag' location of user.

* Distancer: all functions of distancer in previous filings can be replaced by using one or more GPS systems simultaneously.
-Depending on the application, the size of GPS needs to be reduced and governments need to allow greater pin pointing of location accuracy.
-Also see my "distancer" patent application filed late 1993 in Moscow.

+ All these inventions are very related (to our PS inventions):
-3E010 Mobile Tel Location Notifier:
-3E020 GPS Record Keeper:

-3E150 "PS-Zone":
-3E151 GPS Circumstance Correlator and Controller:
-3E180 GPS Locator:
-3E190 GPS Billing Systems:
-3E210 Indoor GPS Extender:

D Overview - How parts might fit

OTD: U / Other (KN) Sys = This N Sys (PS) ~ C =
. PS - R - Tilt:
PS:
-3E010 Mobile Tel Location Notifier:
-3E020 GPS Records Keeper:
-3E150 "PS-Zone":
-3E151 GPS Circumstance Correlator and Controller:
-3E180 GPS Locator:
-3E190 GPS Billing Systems:
-3E210 Indoor GPS Extender:
Remote Control:
-1J010 Body Movement NR:
-3E061 Body Motion Instructor:
-3E150 "PS-Zone":
-5E020 Magic Wand:
Zones - Monitoring:
Zones - Utilization:
Access:
-4E020 Registrar:
-4E030 Image Input Access Sys: images created by patterns of motion (geographical (zones) / bending / tilt).
3E152
T:
-3E010 Mobile Tel Location Notifier:

-3E010 Mobile Tel Location Notifier: keeps sys w/in zone = coordinator activates = 3E210 GPS Extender when applicable.
-3E020 GPS Records Keeper: Includes GPS Billing.

Each of the GPS Zone Control Systems are products that can be separated according to their type applications, that is each of the applications can be sold separately though their technologies may be greatly in common. Coverage includes: 3E010-3E020, 3E150 - 3E220.

?? . 1G090 Sound Canceling Device Selects Unwanted Frequencies. Examples of what's not canceled: verbal communication, tel rings, door bells.
-this N copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.
-cancels sounds except for (what desired persons are speaking):
-if there's much noise in room, user puts "sensor" near their vocal chords. Those vibrations match those they speak.... Voice recognition can be with just this vibrator and or with the "mic" as well. This vibration "sensor" / "mic" can be cordless.
-D: sensor/microphone = computer ("C") = sound canceling device (osc via speakers and or headphones)
-utilizes 1G21: Walkman permits ability to hear sounds in environment.
-OTD: ACCESS **:(); CART *:(uip of each desired person(s) voice characteristic (then "sensor" next to person is optional)); COMPOSITION *:(lets user compose music in room and cancel other unwanted sounds not emanating from his music composition, or other sound he is generating and wants to hear); ENTERTAIN:(); MFH:(uip of wanted and unwanted sounds); MULTI-USER*:(each user has different sounds they prefer to cancel out (according to one or more of their selectable UIP)); NOTIFIER:(when a distortion is/appears inevitable (and user can make some alteration (pr)); OSC:(); PR:(); PRINTER *:(decibel graphs); PS:(mic adjusts to sound source's (moving) location); Q *:(ask: what sounds are/aren't wanted); R:(); S:(); SCORE:(tds; shows effectiveness of what is/isn't being canceled (and how)); SYNTH:(alters desired sounds (composition, from speech...: so that it falls within sound range that isn't canceled); Tel ("T"):(cancels unwanted sounds in room while speaking: copied by AT&T); UIP *:(); WA:().
-doesn't see need; limited market; expensive.
-he did much work in GPS, would have hard time staying ahead of market since very crowded already.

R15 Compass for car navigation. Also useful in computerized location finding. Measures altitude and angles for aircraft, construction.
.-[Chemicalizing Lab Co. 3-30-3 Nishi-Ikebukuro, Toshima-ku, Tokyo 171 Tel 03 5992 2241. 18 Jan 92 NK]
-OTD:
ACCESS **:(); CAMERA:(); CART *:(); MFH:(); MULTI-USER*:(); NOTIFIER:(w5; notice (5 min) prior to arriving or navigator needing to make decision, eg: make a turn; notice given when arrived); OSC:(); PR:(); PRINTER *:(map); PS:(); Q *:(); R:(); S:(); SCORE:(tds); **TEL:(tr); UIP *:(); WA:().

R50 GPS (for surveying geographical areas). [Trimble Navigation [non Japanese co?], * Ministry of Construction's Geographical Survey Institute, Japan Association of Surveyors 1992 article titled 'Construction industry discovers satellites' NK]

-OTD: ACCESS **:(); ARTIST *:(pd); CAMERA:(pd); CART *:(); COMPOSITION *:(pd; Yamaha's Miburi); ENTERTAIN:(); "M":(); MORNING **:("notifies" if user isn't out of bed based on person's location (pd, body heat)); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PRINTER **:(); PS:(); Q *:(); R:(); S:(); SCORE:(tds); SYNTH:(type osc differs according to location of pd); TEL:(tr); UIP *:(); WA:().

"Core PS (GPS) Diagram"
Diagram Part 1: 1 "uk" = 1A Ground PS (GPS) computer (memory) = 1B Ground PS (GPS) transmitter = 2 satellite (receiver = computer (memory) = transmitter) = 3 PS ground receiver = 4 (portable) ground PS computer (memory) = 5 software (allows/selects programs/systems/functions) = 6 signal converter = 7 output.

Diagram Part 1A - this is an expansion of part 4:
4 PS ground computer = 4A transmitter/receiver = 8 "M" = 9 transmitter/receiver = 10 another "M" = 11 transmitter/receiver

Diagram Details: Ground PS (GPS) 1 - 1B: has "uk", one or more "display", "cp"
-analyzation/determiner of what functions may be controlled can be in part 2 (in satellite) and or part 4 (on ground) and or 7 ("M" in order to save space in 1 and 2)
-a line can also be drawn from 1A to 5
-4A determines what needs to be transmitted to 7 "M"
-6 Output: see applications.
.-9/10/11: monitors and or controls the ground GPS' actions; for additional capacity (database, functions, connection to other entertainment systems).

* OTD for "Core PS (GPS) Diagram"
PS portable ground unit (1 and or 1A and or 3 and or 4 and or 5 and or 6 and or 7), ground system can be integrated with one or more of the following : access; air pad; notifier; balance; basic; bp; cart; cc; character; clap; %composition; d; date; distancer; *educ; *egh; entertain; *exercise; fd-hdd; float; fs; game; interactive; locator; microphone; modem; *morning; motion sounder; mouse; mp; mq; multi-user; osc; UIP; portable; pp; printer; rcp; remote; score; %sound analyzer; speech; sp tel; synth; tds; tel; tilt; toy; tr; uk; uq; vc; visual analyzer; vr. + See all of 3E File.

2 satellite unit: system can be integrated with one or more of the following: access; basic; bp; date; distancer; fd-hdd; fs; interactive; locator; multi-user; UIP; pp; remote; score; tds; tel; toy; tr; uk; vc; visual analyzer.

8 PS' "M" can be integrated with one or more of the following: access; air pad; notifier; balance; basic; bp; cart; cc; character; clap; %composition; d; date; distancer; *educ; *egh; entertain; *exercise; fd-hdd; fs; game; interactive; locator; microphone; modem; *morning; motion sounder; mouse; mp; mq; multi-user; osc; UIP; pp;

printer; rcp; remote; score; %sound analyzer; speech; sp tel; synth; tds; tel; tilt; toy; tr; uk; uq; vc; visual analyzer; vr.

7 Output ^consists of the following: the product can only display/transmit/broadcast certain information/music according to the country and applicable copyright laws in force; on/off switch (system only operates fully/partially/at all according to zoning); type data news; database; music; maps that are available for access [eg: user doesn't need to request maps needed; depending on the user's ID code, they will be given applicable maps and or information {eg: ground data about stores...}]; synthesizing of sound, eg: volume, bass, treble; regionalization of system [selects radio, tv and other broadcasts applicable to the location and user's tastes, eg: "PI"; accent can be southernized when used in the south USA]; system allows routing of incoming and outgoing tel and other transmissions via the cheapest and or most efficient/applicable modes/lines/systems; speed of system and or output; special permission needed (eg: from "M" or supervisor (boss) before certain functions/data available in certain zones); ability to call out and or receive transmissions (eg: access w/ certain tel #s)

Additional function for part 7:
Anti-Theft: User programs where item(s) may be and if they are moved without correct deactivation of the code system responds ^by: sounding alarm, contacting security via air or wire, becoming non-operational. Useful ^for: cars, bikes, stereos, boats, computers...
-has all the functions of the "distancer" as used in its anti-theft operations (see previous patent office filings.)
-track item after stolen

PS (GPS)' Distancer:
all functions of distancer in previous filings can be replaced by using one or more GPS systems simultaneously.
-Depending on the application, the size of GPS needs to be reduced and governments need to allow greater pin pointing of location accuracy.
-Also see kn "distancer" patent application filed late 1993 in Moscow.

3E-010 Cordless and cellular D: shows approximate distance from transmitter so user is less likely to get cut off. And or gives warning via light and or audio when it is nearing outer limits. See expanded file. MOVED TO EXPANDED FILE

3E-030 GPS Uses Info From Path Traveled:
GPS identifies mobile D's positioning and or makes a map of their travels. Too obvious for patentability?
.- Global Positioning System (GPS) in combination with cell phone.
-Applications:

--Business expense calculations of miles traveled; travel path might integrate with other info (db, calendar of events) to (automatically) connect which travel (segments) tie with what purpose.
--'Tracks what deliveries / pick ups were made and when (W5).
-
GPS Record Keeper: keeps track of paths travele:

Applications: for tax office which needs to know the miles and or routes traveled and when and where stopped for how long, reduces need for manual record keeping.
-user might key in info about their stop when stop is made saving from keying miles traveled and from where and to where.
-for taxis, each time payment is received GPS Record Keeper labels the occurrence.
-sa studies sounds made w5 -> db
.-this invention merged with old *3E-020
-Keyword search: "gps or g.p.s." and "travel path"~11 and ("data base" or track or tracks or tracking)

All Or Most Of Following Exist.
First section of each invention covers what exists. It's followed by info
mixed with many parts that may have some unique inventions.

* R116 Exists: all or mostly. GPS (Global Positioning Systems) locates position of trucks. This info used to adjust plan operation schedules. $10,000/truck. Mar 93 X.
-OTD: ACCESS **: to gain information; CART *:; Display ("S"):; FS **:; "M":; PD: located in moving vehicles; PP/MP:; MQ/UQ *:; MULTI-USER*: (each truck's different pd makes it different user (intern each truck's sys juxtaposes it visa vis other trucks for analysis/viewing by each driver); different people can obtain information); NOTIFIER: (when truck goes off needed route, theft alert/tracing); OSC:; PRINTER *:; %REMOTE:; SCORE: (travel patterns); TDS *:; TEL:; UIP *: (of each truck / driver); UK.

R127 [Commuter's train ticket credit card: circuit emits frequency read by device in ticket gate. JR (Japan Railway)]. Also copied to "Access", "Score", "Track".

R89 Anti-theft Car Alarm memorizes car's position [eg: get N for distancer used for cars] 29 Aug 92 NK

C84 = "tel" = "notifies" owner if car is (illegally) moved (plus W5 (via C84/PS/GPS)
-R193 GPS Car navigator gives verbal commands to direct driver. 2 Nov 92 NK
.-moved to "PS" 6.96
-> R202 Voice Activated GPS. Sanyo 19 Apr 93 NK

-moved to "ps" 6.96

PS = Positioning System(s) (PD ("GPS", "Distancer", "Locator"))
ooooooooo

3E-100 GPS Watch: Watch has GPS functions. Display: Has flip out unfolding screen. Or can project map onto any semi-flat surface in day or evening. Or user uses an eye peep hole which shows much in a little space (eg: like microscope lens)

3E-080 GPS Sales: Exits

3E-110 Dropped. Obvious.

3E-120 Jogger's GPS: Exists?
-measures amount of meters they jogged each day. Keeps a weekly/annual log.
-another form of our pedometer reward invention. Gives distance to/*from destination point (coffee shop offering rewards).

3E-140 Positioning System Instructor:
Tells user what how when where and or why (w5) they should move act respond and or think. Examples:
-Game instructor: what moves should/could be made for playing chess, go, Othelo, checkers, outdoor games... The Game Instructor may also be your partner.
%-ball games, GPS guides the ball against the person, e.g.: for one person soccer, ping pong, etc.
-other (sa) 'sensors: help determine nature of situation.
-relies on uip and 'database of moves/actions/flow patterns for applicable games/actions.

** 3E-180 PS (GPS) Locator: system will help you find item by directing you to it. E.g.: lost cat who won't come on its own. Obvious?
-also uses other 'sensors: smell, sound; 'track, 'visual recognizer

3E-210 "Locator" and "Distancer", eg: Location(s) of [people, animals and heat generating items (machines, black colored objects heating up more than environment in the sun)] identified by heat sensors (any ever made by Takenaka Engineering Co, Japan). Exact location(s) can be determined by analysis of multiple sensors/PS in like manner of: multiple radio frequency receivers identifying objects as explained in these papers.

+3E220: SYSTEMS UTILIZING "POSITIONING SYSTEMS" / "REMOTE":

Diagram: 1other|2c\3tr\4rc = 5md\6other = 7M\8function\9other

Additional PS Functions:

o-GL = GPS Locator: identifies location of "PD". The larger system can adapt itself to PD's location. OTD: GPS

o-GUIP = GPS User Information Programming: GL can also help compile data for "UIP". OTD: GPS

o-GLP = GPS Locator Programming. Applicable functions are triggered according to MD's location. OTD: GPS

GT = GPS Tagger: System follows MD's W5 movements. OTD: GPS

GS = GPS Scoring. Can "score"/compile/calculate data for UIP ^: credit card / debit card functions; behavioral characteristics (correlates with what occurred at such time(s)). Charges for traveling on highways, air/sea space, time spent in certain locations (libraries). *GMA. Gets its info from^: any other GPS related function, "UK", "UIP". OTD: GPS

o-GA = GPS Access: MD's transmitter identifies itself from that of other MD's and objects. With the applicable transmitted code, MD and or its user main gain "access" to^: physical location, entry into portions of a computer, handle certain tasks. OTD: GPS

o-GMA = GPS Movement Analyzer: Compiles and analyzes movements, eg: distances/locations traveled, speeds, timings (length of travel, time spent motionless); *GC. OTD: GPS

o-GB = GPS "Balancer". If function is generated by "remote"'s "uk" ^: Option #1: user selects which square they are in within area's grid. Option #2: Adjusts automatically. Option #3: Adjusts until user is happy (system moves/angles/fluctuates/alters until user presses button for desired mode/situation/element to freeze itself as it is at that moment. OTD: GPS, osc, notifier, remote.

o-Casio Computer's Watches which act as compass and give the *temperature. Mentioned in "Nikkei Weekly" Feb 28, 94 p. 23.

2D-050 Locates Direction of Object via: Sound / Camera. 2D-060 Constant direction pointer: Portable sys continually points to desired object regardless of where u w portable sys moves to.

. % OTD This N Part () +

-2E251 Intelligent Monitor: (does/doesn't follow pd)

-3E010 Mobile Tel Location Notifier: (t = pd = gps sys)

-3E040 3E041 Telephone Noise Canceler: (does / doesn't select sounds emitted from sources w or wo pd)

-4E020 Content & Date Verifier: (when pd is where (w5) as selected by c = 4E020 registers occurrences)

-5E020 Remote Control Stick with Switch: (functions (differently) in certain zones)

-5E080 System self analyzes best synthesis for acoustics of room/hall: (stereo=pd=gps sys' analyzer)

-5E090 Wireless Music Band: (functions (differently) in certain zones)

-7G050 7G051 PVC Perforations Alerter, 7G052 Flexed Level Notifier: (functions (differently) in certain zones)

-9G220 Channel Scanner Skips Stations Having Commercials: (functions (differently) when portable sys=scanner are in certain zones, eg: when in different cities, sys picks up (automatically) differing channels and differing sys to (screen) (stations))

-"Bill"

* 4C070 Interactive Satellite: Obvious?

Satellite interacts with info it receives from communicating slave units.

-Records ground movements and behavioral functions of any moving object on earth to within any few square meters. Receives transmissions from people, animals, cars. This aspect functions like the existing system.

-Analyzes function or behavior of object (for UIP). In tern the satellite's brain can make appropriate responding commands based on what it learns/knows/UIP (its intelligence or that of computer or person commanding satellite).

-functions according to where person travels on planet, invention is worn by person/animal. Device receives transmissions from satellite, telling device its location within a meter or so (technology exists)

-D: moving being (person, animal) = c (sensors, ps) = tr/rc = satellite / m.

Function: keeps records as to person's travel locations with time spans in each "zone". May be attached to vehicles or any product or animal

* attach to any object

-Related to 5A-580

+ "Track".

-

Applications:

-movement/change occurred -> alarm triggered/movent and or change shown on display/other functions.

-GPS includes technologies in addition to those using satellites.

-

Identifies the location of the PD (via "GPS", "distancer"). PS can then "score"/calculate location with possible help of PD's C / M. For details see: "distancer"; "GPS"; "locator".

-o-C88 GPS (Car) navigator gives verbal commands to direct driver. 2 Nov 92 NK. D: remote=c88

-o-Travel Monitor: shows where user is; where not to go.

-Display shows: M = User's *"T" ~PD~"remote"~"displays"/does the following:

-PD's: altitude, compass and current direction of PD's travel, barometer, temperature; news (flashes of headlines; stock reports); warnings not to travel into certain zones (tunnel ahead, or other cause of poor reception for communication; pollution danger)

-See "Brain": sys' part adapts according to circumstances.

"Core GPS Diagram"

Diagram Part 1: 1 "uk" = 1A Ground GPS computer ("C") (memory) = 1B Ground GPS transmitter = 2 satellite (receiver = computer ("C") (memory) = transmitter) = 3 GPS ground receiver = 4 (portable) ground GPS computer ("C") (memory) = 5 software (allows/selects programs/systems/functions) = 6 signal converter = 7 output.

Diagram Part 1A - this is an expansion of part 4:
4 GPS ground computer ("C") = 4A transmitter/receiver = 8 "MFH" = 9 transmitter/receiver = 10 another "MFH" = 11 transmitter/receiver

Diagram Details: Ground GPS 1 - 1B: has "uk", one or more "display", "cp"

-analyzation/determiner of what functions may be controlled can be in part 2 (in satellite) and or part 4 (on ground) and or 7 ("MFH" in order to save space in 1 and 2)
-a line can also be drawn from 1A to 5
-4A determines what needs to be transmitted to 7 "MFH"
-6 Output: see applications.
.-9/10/11: monitors and or controls the ground GPS' actions; for additional capacity (database, functions, connection to other entertainment systems).

US Patents No's: 4894662 4899285 4924402 4949089 5070537 5087919 5119341+-Extender under water 4719469 4384293 4445118 4550601 4599620

OTD for "Core GPS Diagram"

GPS portable ground unit (1 and or 1A and or 3 and or 4 and or 5 and or 6 and or 7), ground system can be integrated with one or more of the following : access; air pad; notifier; balance; basic; bp; cart; cc; character; clap; %composition; d; date; distancer; *educ; *egh; entertain; *exercise; "C"; float; fs; game; interactive; locator; microphone; modem; *morning; motion sounder; mouse; mp; mq; multi-user; osc; uip; portable; pp; printer; rcp; remote ("R"); score; %sound analyzer; speech; sp tel; synth; tds; tel ("T"); tilt; toy; tr; uk; uq; vc; visual analyzer; vr.

.2 satellite unit: system can be integrated with one or more of the following: access; basic; bp; date; distancer; "C"; fs; interactive; locator; multi-user; uip; pp; remote ("R"); score; tds; tel ("T"); toy; tr; uk; vc; visual analyzer.

8 GPS' "MFH" can be integrated with one or more of the following: access; air pad; notifier; balance; basic; bp; cart; cc; character; clap; %composition; d; date; distancer; *educ; *egh; entertain; *exercise; "C"; fs; game; interactive; locator; microphone; modem; *morning; motion sounder; mouse; mp; mq; multi-user; osc; uip; pp; printer; rcp; remote ("R"); score; %sound analyzer; speech; sp tel; synth; tds; tel ("T"); tilt; toy; tr; uk; uq; vc; visual analyzer; vr.

+"Distancer" Diagram 1A: 1.GPS (Global Positioning System) transmitter (memorizes previous location) = 2. transmission to satellite from old/new location = 3. satellite tells system its new/old location = 4. response.

"Distancer" Diagram 1A Notes:
-part 1: memory is ^in the: A - movable part; "M" physically separate from the satellite and the movable part, transmission from A or satellite = "M" = transmission to A/satellite/other "M".

--Has "pp" transmission determiner: clock which regulates frequency of transmission; transmission also activatable by = user keying in button / motion detector = transmission signifying movement / any occurrence (system got wet, lost, damaged, stolen) = analyzer = transmission determiner. Memorizes previous location in comparison to its other points (distancers: receiver/transmitters of system) of reference.
-part 2: the more accurate governments allow GPS to pinpoint exact locations, the more useful this product will be.
-part 3: 3 transmits = 1's receiver = 1's receiver = transmits to 1's computer = responds; 3 transmits = 3's computer/"M" physically separate from 1 and 3 = 4 response
-part 4: audio via speakers, corded or cordless headphones

+Distancer Diagram 2A: 1. transmitter transmits = 2. receiver analyzes change in transmitter's location due to analysis of radio transmission = 3. triggers response.

Distancer Diagram 2A Notes:
-part 1: has "pp" transmission determiner: clock which regulates frequency of transmission; transmission also activatable by = user keying in button / motion detector = transmission signifying movement / any occurrence (system got wet, lost, damaged, stolen) = analyzer = transmission determiner. Memorizes previous location in comparison to its other points (distancers: receiver/transmitters of system) of reference.
-part 3: 2 transmits = 1's receiver = 1's receiver = transmits to 1's computer = responds; 2 transmits = 2's computer = response

The Part "GPS" includes all of the "Distancer". "GPS" includes; but, "Distancer" excludes (unless otherwise specified) the application of a display showing maps for consumers so they may find their way to a specific point beyond 1 km.

-for details see our previous filings with patent offices and other information in this filing. (This file is a 12.93 consolidation of files: y\distancer; & c\distancer)

Applications:
-whenever two or more parts are separated beyond a certain programmed distance, the receiver part will alarm.
-Gloves being separated beyond desired distance.
-Movement restricter: children traveling beyond desired distance, pets, wild animals, ex-convicts kept within certain radius.
--the response in Distancer Diagrams 1A, 2A are: signal = speaker = audio emission (verbal instructions and or warning, alarm); signal = electric shock/speaker giving uncomfortable sound ^inaudible to humans.

Theft: office and home electronics; stores showing display models without wires - know something was lifted before you discover the person walking out the door and then running down the street; discover if it's your car that's being taken (alarms aren't good if you can't see car from window) gives you time to contact police in a minute. Alarms if windows or doors part beyond certain distance (another gadget to foil thief).//
Theft misc: causes item to not work / sends alarm which can later be picked up by police when they later have enough receivers; if owner not in attendance, receiver contacts police, etc. //

Verbiage: put it back / then "this is being stolen"; owner's or parent's voice says "come home", or if they then go too far, gives sound of "food", eg: can opener.//
Technical: reduce size battery by sending occasional pulses. Can operate on an FCC or toy frequency. Relatively cheap to produce. The small size allows it to be hidden within equipment foiling thieves - can also be built as a disguised piece of equipment.//
Game Applications: pieces need to be placed in the right distance from certain other pieces (results in wanted or unwanted sounds as confirmation). Outdoor game: if one playmate is beyond range (real life too). You know if someone is approaching (real life too).//
Miscellaneous applications: sends notice if remote machine isn't performing according to plan. Insert into the thing or car you are following: tells detective to wake up and start following after a brief pause. Auto speed monitor: attach unique signal to vehicle -street receivers can electronically catch speeders, those taking illegal turns (camera's more prone to vandalism and has visibility problem, etc.).//
People tracer: insert transmitter into person's car, purse, etc. Whenever they leave receiving machine states time of departure and return. See if person is honest when asking when they were out. For spouses watching each other, managers spending much time out of the office//
Future: Monitor via receiving satellites --watching world movement.
Transmitter begins transmitting upon separation, eg: credit card from wallet. wallet from purse. M indicates if wandering element is semi or very far. TM: Wanderer. FIN

-attached to a woman's money purse is a transmitter; attached to the bag is the receiver. If the purse is ever stolen, the bag's receiver will alarm because it has stopped receiving signals from the purse's transmitter.

. Patent search strategies:

-possible key words: distance--, alarm--, mov-- (moving...), separat-- (separate....), alert--, receiv--, transmit--

-possible word strategy: (alarm-- or alert--) + (mov-- or distance-- or separat-- or depart-- or [goes beyond]) + (receive* or transmit*)

-if nothing appears from the key word search, then search by classifications.

-Related to US patent: 5056106. Measures the distance between three parts in kilometers; a radio device.

Know the location of the transmitter. A number of different receivers will identify the location [`zone].

Separate (Related) Products

Diagram: 1other/2c\3tr\4rc = 5md\ 6[other\lens] = 7[M\recorder\camera] \8function\9 element being viewed

o-Camera follows tagged person:

"Camera" only captures people/objects 9 if they are / aren't wearing an 5 MD [PD or Moving Device]. Camera follows 9's movements by: angling camera / activating other camera's closer to moving 9.

-Who camera watches: A] unwanted intruders would be without the necessary code from their 5 MD; B] particular people with applicable transmissions from their 5 MD.

--hence watched more closely via camera = guard's "display"/M. Locations of wanted / unwanted: 9 people/objects/animals can also be sensed via^: sensors for heat, vibration, pressure sensitive panels (as person walks/sits), microphones (picking up any/[particular or unusual sounds (sound analyzer)]

-OTD: D (This N - above diagram) =

"Billing" 2, Camera 6, records 8, images onto (moving video, cinema film; still film; "c" memory (digitally)). 8Access; 5Air pad; Basic; 5C; 58Composition; 7Date; 8Display; Entertain; GPS; Interactive; 6Microphone; 6Mouse; 67MP; 67MQ; 7Multi-user (watcher, person controlling system); 5Notifier; 6OSC; 56Portable; 67PP; 5printer; 5Remote; 7Score; 5Speach; 57UIP; 57UK; 57UQ.

o-58 Casio's CMD-10 Wrist Remote Controller.

o-58 Automatically balance speakers, and turn the TV screen, according to the watch's position.

o-57 It also has the tel ring only in the room you're located helpful. 7 - also receptionist/her equipment. 8 - user's telephone.

o-58It also activates lights

o-58Locates needed objects. Needed object is 8, which has own "tr/rc", "c".

--

Camera adjusts to PD's location: 5 Camcorders; 5Cameras;

o-Games ("locator" so user knows 5W about their 1enemies / 1team mates while playing indoors or outdoors [game not limited to playing only in front of computer, 7 M is the central computer

o-Temperatures go up/down according to^: the room PD's in/# of people there as well/the type of temperature they prefer as is in system's memory for user's PD/what is "uk" into "PD"'s "remote".

o-*Tel N using GPS in GG\1G

o--this 3E-220 file copied to better N file 1.95.

See file 3E for any additional information on GPS, PD, PS, and related matters.

PS, PD ("GPS", "Distancer", "Locator")

Correct changing of Part from MD -> PD; GPS, distancer, Locator? - > PS (Positioning Sys)

PD*(MD): Positioning Device/Movable Device. According to the PD's position as determined by other TR/RC, PD's location is determined. PS system can use the PD's location to do what it wants according to the software used, some of these applications follow:

Diag 1: 1other\2c\3tr\4rc = 5pd\6other = 7M\8function\9other

-OTD gen: 5's "C" (stores W5, data retrieved from any of these other GPS analyzation systems in this filing). The quantity of 1\1A\2 units are unlimited.

5: "tds (watch)"/"display"="c"="tr"/"rc".

-OTD #1: 8 Can be small enough to attach to moving person/animal/object, held in pocket/bag; made into part of / attached to another portable device^: computer, calculator, key chain, jewelry, bag, vehicle, portable entertainment (radio, cd, tape player, tv).

-OTD #2: 5678Access; 6 doors/lock/key; 15Air pad; 578Artist; 15689Basic; 1256789C; 156789Cart; 578Composition; 578Date; 1256789Display; 58Entertain; 23 satellites (GPS satellites); 5GPS; 578Interactive; 5678Microphone; 5Mouse; 578MP; 578MQ; 578Multi-user; 1234578Notifier; 158 OSC; 15689 Portable; 578PP; 9Printer; *1 5 *8 Remote; 2578 Score; 124578Speach; 2578UIP; 2578UK; 578UQ.

5 can be put into: pocket, purse, bag, shelf, floor, car; worn on wrist, waist, ankle via strap with fastener (watch band).

-OTD: #4: Diag 1: 1other|2c\3tr\4rc = 5md\6other = 7M\8function\9other

The following are the functions for MD's diagram. For additional details on how each of these product categories function, see the separate correlated filings of product descriptions for these product categories, each such product number is a separate product / function option:

-example applications: a] function starts/functions according to user's location (when user is near it); b] MD is a "remote" control letting user control system; c] system develops its "UIP" and knows better W5 to function (automatically turning on at certain time since user is there 80% of the time each day at that time).

__nes with or without tv activated by type MD approaching; 5 > 7 Electronic counters; Electronic entertainment; 5 electronic jewelry; 8 Flood lights follow MD/moving person9; 8Food dispensers (vending machine gives free food to right MD); 5 Hand written image input tablets; 5 Headphones (can also listen to music, news, use as 6 "WA", hearing aids w "notifier"); 5 MD controls Interactive products: 8television, 8computer training devices, 8virtual reality; 5 controls 8Intercoms; 5Joystick Controller; 8Jukeboxes; 8 OSC (Language learning laboratories (eg: tape recorders for language)); 8 Lighting: controllers, studio equipment, fixtures home & office use; 5 Light pens; 8Lighter clocks (table clocks with cigarette lighters); 8 Massage machines; 6/8Microphones; 5 Mouse - computer pointing device; 8Musical accompaniment systems - karaoke; 8Music centers; 8Music computers - synthesizers; 8Noise meters; 78Nurse call systems; 8Office Equipment: (door openers, security ("access")); 8Optical dividers combiners; 18Paging systems: personal / public; 8Projectors; 18Public address systems: general / mobile / portable; 8Radios - novelty; 18Radio communication equipment; 8Refrigerators; 8Robots (for toys, hobby enthusiasts; excludes assembly work); 8 Speech input systems; 8Speaker - public address; 8Speakers; 8Street lights; 6Stop watches; 8Studio equip; 8Tape machines: micro-cassette, voice sensing; 8Telecommunications; 8 Television sets (their screens, volume, treble and other sound/visual/multimedia modulations/controls); 8 Toys; 8 TV - Interactive: conference systems; telephone systems; 8 Video games; 8 Video: camera accessories, editing machines, video effect generators: eg, adjusts lens according to PD's location; Voice mail: tells caller info re PD's location/what user is doing there as "uk" into "remote"; 6 8 Walkie-talkies: locates user, enhances reception/transmission by better knowing location of user - decreases distance between transmitter and receiver.

State of mind of person using PD, can effect how PS better serves user (via^: UIP).
-Determining user's state of mind: User of PD can be judged according to his mood/feelings/psychology via any known system that can measure for such related indications ^: Skin's chemistry, vibration, electrical currency, temperature; UIP that predicts how user could feel according to: that time of day, any one of W5 elements effecting user.

PD's additional notes:
-When/How PD transmits: Desired function attributed to PD/its user can be initiated/continued/stopped/altered by^: "uk" of "remote" (simply pressing the/one of the buttons); PD/its "remote" may continuously/intermittently (via timed bursts) "tr" one or more types of signals (designating identity of PD user/desired functions).
--if "tr" frequency is limited ("tr" via infra-red, then user may need to be near/have PD face "PS" (Positioning System's) "rc" (might need to have its button pushed when "tr" is desired).

.-waterproof: functions under water without generating electric shock. Eg: keys use diaphragm buttons / sheet which covers buttons and not allowing in water.

12.95 Bib Disk US Patents = "PS"
-kw: gps or (global adj positioning* adj system*

-US Patents = "PS": 5470233 tracking pedestrian - helps blind people walk; 5467282 navigation system; + 5461387 Position and direction finding instrument; 5450329 Vehicle location method and system; 5440491 pseudo gps signal transmitting system in a base station; 5438337 navigation system; 5434789 GPS golf diagnostic system; 5420795 vessels' gps; ++ 5418537 Location of missing vehicles, Timble Navigation, Ltd [is this a later copy of KN?]; 5334974-personal security system; 5331602 Acoustic navigation and diving information; 5325302 anti-collision warning = "nr"; + 5119341 Extending gps to underwater applications (related KN filed later, called something like `GPS Extender')

.--5414432 5477458 5477228 5475395 5471218 5459763 5459473 5459401 5450344 5450329 5448773 5434787 5434574* 5430656 5422816 5408238 5390124 5379224 5373298 5344105 5341301 5337243 5334986 5283743 5276451 5272483 5270936 5266958 5265025 5257195 525982

* 3E-100 GPS Watch: Watch has GPS functions.
-Display: Has flip out unfolding screen. Or can project map onto any semi-flat surface in day or evening. Or user uses an eye peep hole which shows much in a little space (eg: like microscope lens)

2E-240 Obvious.

* 2G7-C8 GPS (Global Positioning Systems) locates position of trucks. This info used to adjust plan operation schedules. $10,000/truck. Mar 93 X.

---

compatible/applicable info is tr between mfh and truck via "tel"
D: c8=tel~remote

Database Map of the general terrain:
-system uses satellite maps showing location of buildings, roadways and obstructions in the region. This coupled with GPS (or related) showing user's location.
-software can analyze the height of buildings and other obstacles to better 'guide system to correspond with users' location and needed corresponding adaptation or instruction.
.-the existing Sandbourne map shows the outlines of buildings. -cut and pasted and edited this from 3E-010 in June 99.

3E061 Motion Tutor: 'Guides users to improve their movements based on the position for each body part. See main description pages.

System analyzes whenever any one or more objects/parts move in relation to any one or more objects/parts. The analysis ^determines: *how, when, where, *why, what moved. Example: ^Sony's PYX15 model. See Parts& and file 3E for details.
-See "Brain": sys' part adapts according to circumstances.
-Exists: Voice activated navigation system gives instructions through car's speakers. Eclipse by Fujitsu Ten, 19600 Vermont Av, Torrance, CA 90502.

LESS IMPORTANT FEATURES MAYBE:
Diagram: A/A/A/A = tr = Computer (B (PD)) = tr = A/A/A/A...
Notes on D: Multiple (A) receive (B)'s air wave transmissions. If there is only one (A) installed and or in operable condition (able to receive [B]'s signals without hindrance) then distance is gauged. If multiple (A), system knows the location of one or more (B). (B)s' movements may be monitored, analyzed and converted according to manufacturer's and or user's programming. See details on "Distancer" for details.
-OTD: access; % air pad; basic; % cart; display ("S") shows the location and or distance of [B]'s; "C"; % [B] float; GPS;
% interactive; "M"; % morning; pp & mp (in which positions [B] should be in to notify user and or another device; how [B]'s position(s)' transmissions should be processed and analyzed and in tern possibly activate and or deactivate functions in said or other devices); % multi-user; notifier; osc; movement of [B] for uip; * printer plots: [B]'s position(s) over time; % remote ("R"); score; % tilt; uq; visual analyzer (senses for: changes in location [or any movement] via its camera eye); vr.
-See "Brain": sys' part adapts according to circumstances.
-"Billing.

* PS SECTION - Maybe Less Important:
-PS can then "score"/calculate location with possible help of PD's C / M.
-For details see: "distancer"; "GPS"; "locator".
-o-C88 GPS (Car) navigator gives verbal commands to direct driver. 2 Nov 92 NK. D: remote=C88
-o-Travel Monitor: shows where user is; where not to go.
-Display shows: M = User's *"T" ~PD~"remote"~"displays"/does the following:
-PD's: altitude, compass and current direction of PD's travel, barometer, temperature; news (flashes of headlines; stock reports); warnings not to travel into certain zones (tunnel ahead, or other cause of poor reception for communication; pollution danger)

-See "Brain": sys' part adapts according to circumstances.

-Sub-Parts: PS-Limit: limits functions by sys' location; PS-Locate: uses location to make necessary calculations, adjusts to u's need(s) (uip); PS-Zone: abilities of u/sys are limited/effected by its location - see KN, "Router": locates then= retrieves needed data= for this sub-part.

+ PS-Zone: Physical movement of U / R triggers additional signals.

This differing sys can co-function w "tilt" functions creating greater diversity of movement (reactions/actions). Movement made by player can represent (one or more players in game) (mainly for WA version of N, or the PS-Zone applies to the R portion of N sys; % Player's physical location: needs to be changed for u to more effectively win game (playing his role in game), player can pivot while keeping their legs stable (in wide angle), u sits, but their position changes a little as they twist their waist, or move the portable device (game piece) with their hands/arms; fine tuning of location helpful, eg: via non current GPS)

--PS-Zone adds additional dimension to Tilt. Eg: a] signal #1 created when stick is at noon position and in very front right corner of room, b] signal #30 created when stick in same noon position and key settings, is 0.5 meters higher and 1 meter to the left of room's center, c] same ad #b except switch on one key changed -> causes signal #120.

--PS-Zone = "Tilt": functions like the KN invention adopted by Yamaha, in that any body movement / tilt's movement generates signals. +VR

* ADAPT SECTION - Maybe Less Important:

Same as 'ADAPT, 'CUSTOMIZE, 'TAILOR.

-U or (C/U) administrator selects which UIP mode will be used / desired.

+ See BA: Behavior Analyzer. Name for BA changed to UIP.

-VISUAL ANALYZER: "analyzer" = assigns uip-based code of characteristics to designated image(s) = such codes are utilized by (CAD) to manipulate/process/edit the images tied to the codes = results in outputted images/text/suggestions/technical data as u requested/wants (uip) = these outputted data (can) have codes of characteristics = so such output can be altered (like earlier).

-Related existing sw from "TDSW":

Brainmaker 2 - (Professional version), p.76. [Existing N functions: Gives PC human abilities such as finding patters in your data and learning from the past.]: UIP-track.

-Interactive Software that brings dead person's past personality back up on computer: U questions sys -> c sys "analyzes" all the 1000+ questions and answers in its db on dead person's feelings / opinions / commands / requests / etc -> U feels a little more at home by semi "interacting" w dead person's past (multiple choice) statements/answers.

--utilizes authoring language software, and other interactive computer based training sw.

--Double UIP: sys is UIP in that sys tailors its response to U's situation (feelings, parental / guidance needs, etc). This is an example of Double UIP or Interactive UIP, in that sys and U both tailor themselves to each other.

-US Patent 5357427 Remote monitoring of high-risk patients using artificial intelligence: Questions to patient are = chosen using AI ("analyzer", "uip") = based on the patient's response...

-remove file / data from c based on its low "score": create less clutter (for uip-"analyzer" to function, let programmer better see essentials (for modification)).

-UIP was formerly titled PI (Personal Information).

"Billing": system bills for time used / "accessed" for general service / degree to which service was tailored to u - as measured by: time of total or tailored usage / time to set up sys tailor it to U = uip-tailor.

-A code (access, el `water mark') encoded in sw/data* limits how + part / sys / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".. Sub-parts:

-UIP-DB Algorithm:

--SW Algorithm: "seeks" what elements needed= for compilation= then organizes data (via fuzzy logic) into usable form= for UIP-Tailor.

---Notes: Seeks: via "questionnaires", "ba", "track". Organization of db's files: collected information on user can be inserted into one or multiple files according to which files can use the information. Then UIP-Tailor seeks which files they need to better tailor. Or more work can be required for UIP-Tailor to find the needed information. Example: "Access' BA's Score" - db compiles data to show how accessor is rated= intern if accessor's changing rating stays good= uip-tailor / "access controller" permit access.

-See 'Content Analyzer's Database Analyzer which overlaps UIP-DB.

-Access' BA also selects what users want:

access=ba can "seek" / "edit" information for accessor. This is a form of UIP-Tailor. Saves user's time.

--also uses internet's sw that "seeks" "designated" news / other material that appears later on WWW.

--BA knows what accessor wants to "experience" W5 = uip-tailor.

--See: "artist's" "cut & paste"; "edit"; "seek"; key word "seeking"; "uip-tailor". + "Predict" which is a subset of UIP-Tailor. "Guide": "Game's" "Guide" which guides player according to player's UIP-DB.

-See File 2E – Solution Generator / Idea Generator.

-'scores are made and stored in uip-db

-'Program the degree to which system alters itself= by the 'scored shift= in user's behavior.

-System 'tailors / 'reacts to user's mood. Different 'moods of user= (help influence) result in different command codes in controlling system. A form of UIP-Tailor adjusting to user's behavior.

. A2-170 Handwriting Analyzer: sw studies what user writes or 'draws.

. Diagram: user = ('sensors) = compiles files on user's behavior then= compares those files w/ pre existing files to judge the behavior type assignable to user by use of a software 'scoring system then= system concludes by assigning a behavior profile for user= system may continue on by 'reacting as 'designated by the behavior analyzer.

-Determines the types and degrees of person's behavior= according to what the system is 'programmed to 'seek= and 'analyze.

BA Risk 'Analyzer: determines the predicted chance of 'designated occurrence(s)= via 'score.

. Examples of what's 'scored:

-'Access' Behavior Analyzer: determines chances user is an illegitimate user.

-User's skills ability 'scored.

-User's chance of making an error, or not performing up to the 'designated 'score.

. How 'scores of users are made, see: uip; uip-db; 'analyzer; access' ba; user's (and their boss' and coworkers and 'tracking systems) filing out or inputting into computerized 'interactive forms/questionnaires that develop a personality profile of user;

-user's past performance (uip-db) is 'scored (as in a graph)

-'analyzer calculates the 'reaction of user in each typical case scenario= via running possibly existing business scenario type softwares, possibly used by businessmen trying to brainstorm business strategies and or to learn how business runs and the effects of business decision making...

. Behaviors 'Analyzed: The personality / psycho-sociological elements, histories, risks 'analyzed. The person's:

-creativity [see article on enhancing creativity]

-value to company: skills; reliability; speed of work; their work history

-social skills: ability for them to get along w/ friends; peers; co-workers; teachers...

-any other normal or abnormal psychological or sociological profiles

. 'Predict: Having 'analyzed the different determinants / causes for the user's [current / foreseen] personality or 'moods= via the ba= 'predict can estimated the likely future scenarios / how systems can be better 'tailored for user.

-'scores the chances for different future behaviors of user.

BVA: "Behavior's Voice Analyzer". System studies the behavior characteristics of human, animal, or organism being studied.

. Guide-BA: 'Guide adjusts to type behavior of user. People/users are slotted into one of 100 behavior categories, eg: cerebral and managerial and attentive to detail; or lazy and low interested entry employee with 2 years related work experience.

.-level or expertise and or type language in 'guide (portion of) program are uip-tailored accordingly; the degree of subject matters / files are adjusted.

.-'guide determines type material / 'education user needs/prefers= teaches it.

-'guide tracks [predicts] user's learning process/curve= and adjusts itself.

-system determines trouble user is having: then brings tools/assistance accordingly. Trouble determined via: pauses in user activity at point in sw program; number and type 'questions from user; poor 'score from u in their: 'questionnaires / performance.

-monitor's user's progress in learning, eg: US Pat 4812125*

. 'Guide's Applications:
-user using system as form of their behavioral/physical/other medical therapy, tgh:
-training u to modify their behavior [to get results closer to what u may want= as determined by uip-tailor]:
. 'Score: Determines the types and degrees of person's behavior, according to what the system is 'programmed to 'seek and 'analyze.
. Ethnology: The study of animals. Animal behavior is often similar to that of behavior of humans. Eg: read 'Economist's' article *'Birds do it, bees do it' in the Aug 30, 97 issue.
. Diagrams - UIP: u = c = sw = db -> system tailored to user(s).
-A code (access, el 'water mark') encoded in sw/data* limits how + part / sys / program can be: utilized (to operate (other) device(s)) / "edited" / copied.

CONCLUDES THIS FILE: PS MISC *
THIS CONCLUDES THIS LOCATOR FOLDER FOR CENTRAL DESCRIPTIONS

File: Features Intro / Mainframe

M = Mainframe Computer

Form of the other 'computer part. Information highway / Mainframe Computer. Product connects to central computer ("C") via. This part can be synonymous with the part "Computer", or "Brain", or *"Analyzer":
.-information highway, wire, modem, tel ("T") (mobile, or by optical or copper wire), or radio type frequency.

. Mainframe computer ("C") hookup option (for more complex tasks). Eg: electronic product gets information from which to derive output (create desired effects such as entertainment, instructions, data). 'Database stored in "M" (too). On-Line-Transaction-Processing. Part of information highway. In diagrams, "M" can be replaced with: "C" or "Brain"*.
-See: 1] "Brain": sys' feature 'adapts according to circumstances. 2] Current and future literature on the internet, World Wide Web, computer networks, and any other related subjects (that may have different names in the future).

DIAGRAM: 1m "C" = tr (transmits) = 2computer = 3function/4data for 2's software
-Product's central description = #1. Main frame "C" (hosts the M service) = #2.
.--#2 has (minimum 500 megabytes) memory, plus software(s) and database(s) [more complex than product number's central description = #1] for #1's functions.

DIAGRAM DETAILS Part #1: D (This KN) [separate device - not main frame]: = display ("S") (shows menu, score); "C"; pp & mp (how #1 interacts with #2 in transmitting/receiving, how #1 and or #2 can control each other, how to create and or use pi); uk (how to interact with #2); %educ; %portable yet can interact with #2 wherever #1 is; #2's output -> #1's receiver -> "C" -> printer; % score is calculated/tabulated using #2; cart (allows alternative interactions with "M", gives additional databases, softwares for other functions); user hears "speech" resulting from interactions between #1 & #2; tel ("T"); sp tel; tr; mo; %fs; #1 & #2 interactions allow uq and or mq; access; *character; remote ("R") to activate #1 - #2 interaction; notifier; %tilt; air pad; multi-user; %sound analyzer; %morning alarm; "billing"

DIAGRAM DETAILS Part #2: [main frame computer]: = %date; %tds; user hears "speech" resulting from interactions between #1 & #2; tel ("T"); sp tel; tr; mo; %fs; cm; + solves the problem of #1 lacking enough memory, sizable database, speeds reaction time

-Diagram: % #1 calculates/tabulates data and sends to -> #2 (#2 calculates/tabulates #1's score and or output desired by #1 -> data sent to #1 -> #1 processes accordingly (activates/deactivates function, shown on display ("S"), printer); "billing".

DIAGRAM DETAILS Part #3: for "M" interacting with uip: (#1's & #2's softwares & databases & functions, decide how to collect data for uip's database according to pp & or mp.

.--eg: user's activity [way in which #1 receives information about user such as the functions user selected and their manner of use] is analyzed according to the objective(s), objectives being how such collection/analyzing of data may be useful for uip, though sometimes the objective for such may be questionable depending on the sophisticated level of #1 and or #2, however hopefully such data will at least be available in some form to be of some use should it need to be drawn on after collection -> analyzer.

#1 & #2 APPLY TO SERVICES provided by M of entertainment services and or telecommunications carriers eg: AT&T, KDD, Cable & Wireless, Sprint, MCI, Compuserve, Google.com, Yahoo.com, MyTube.com, MySpace.com, and other Internet portals.

--Creatively interact with other computers (databases, softwares), your friends while in stationary location and or in transit.

---eg: one or more #1 select from menus of different options (programs and or softwares and or features and or other modes). The type of interaction is in tern effected.

--The UIP of any one or more of the #1 (and or its user(s)) effects the type of `option' put into operation.

.---`Option(s)' can be selected by receiving multiple (even if conflicting) signals. Signals can be of 1st choice the `option' consciously selected by user(s), 2nd choice their UIP. M's software will determine best `options' according to: the best `option' that will meet as many of the elements comprising the desired `option' as

possible. User(s) can cancel out M from using UIP and or `options' selected by other #1 and or their user(s), in determining `options'.

-Data is also obtained via^: "uk", "cart", "tel", "mo", scanner

* Notes for M: the separation of Read Later into #1 & #2 are more for presenting purposes, and for helping to view from which perspective the listed possibilities occur. It is the interactions/synergy between #1 and #2 that normally are the crucial key to understanding the "M" Part.

MISCELLANEOUS:

-the old definition of "M" entered in 1992 was `machine'. These will be found in only limited product numbers with the letter `A' in the first to spaces of the product number.

-1st m=internet=2nd m / other m.

-May utilize technology from Echelon Corp, which works on bringing a common intelligence to all sorts of electronic devices. Wall St. Journal, June 19, 1995, p.R28.

. Information highway / Mainframe Computer. Product connects to central computer ("C") via. This part can be synonymous with the part "Computer", or "Brain", or *"Analyzer":

.-information highway, wire, modem, tel ("T") (mobile, or by optical or copper wire), or radio type frequency.

-D: 1m "C" = tr = 2computer = 3function/4data for 2's software

-Product's central description = #1. Main frame "C" (hosts the M service) = #2.

.--#2 has (minimum 500 megabytes) memory, plus software(s) and database(s) [more complex than product number's central description = #1] for #1's functions.

-OTD Part #1: D (This KN) [separate device - not main frame]: = display ("S") (shows menu, score); "C"; pp & mp (how #1 interacts with #2 in transmitting/receiving, how #1 and or #2 can control each other, how to create and or use pi); uk (how to interact with #2); %educ; %portable yet can interact with #2 wherever #1 is; #2's output -> #1's receiver -> "C" -> printer; % score is calculated/tabulated using #2; cart (allows alternative interactions with "M", gives additional databases, softwares for other functions); user hears "speech" resulting from interactions between #1 & #2; tel ("T"); sp tel; tr; mo; %fs; #1 & #2 interactions allow uq and or mq; access; *character; remote ("R") to activate #1 - #2 interaction; notifier; %tilt; air pad; multi-user; %sound analyzer; %morning alarm; "billing"

* Mainframe computer ("C") hookup option (for more complex tasks). Eg: electronic product gets information from which to derive output (create desired effects such as entertainment, instructions, data). Database stored in "M" (too). On-Line-Transaction-Processing (TP). Part of information highway. In diagrams, "M" can be replaced with: "C" or "Brain"*.

-See: 1] "Brain": sys' part adapts according to circumstances. 2] Current and future literature on the internet, world wide web, computer networks, and any other related subjects (that may have different names in the future). 3] * "Billing".

.-Sub-Parts: M-DB; M-UIP; M-Track. Basically M is expansion of abilities found in the part `C'.

End of this "M" Part Section

File: Features Intro / Manuf Programs

MP = MANUFACTURER PROGRAMS

Manufacturer programs and installs product's software driven functions prior to sale. The software can be 'customized by the manufacturer / user.

DIAGRAM: software cart -> memory = C ('computer) = software function (assists user)
-OTD: Manufacturer provides a menu of possibilities either in paper booklet or display ("S") form; % user can select from one or more menu systems/formats, each activating similar or different functions; user communicates with system and gets feedback in crude or sophisticated format; same or related versions of the product can be sold at different prices according to the variation of programming entered into device by manufacturer, in such cases even simple or cosmetic changes can be made to justify the higher price; can function with "C"; uk; * cart (personally programmable features can be altered, added to, or otherwise changed by inserting different software cartridges, and mp responds accordingly); user can reprogram software on the device and or *(another device); access (only those with passwords can alter pp or mp); % uip (user decides how to collect, retrieve, develop, store, edit, and or otherwise utilize the uip database); * user can communicate with a "character" on the "display" [if used] when programming, eg: character speaks asking which menu selection is wanted; * pp via clapper, or % distancer, or % locator; multi-user (can lock out other people from your programming); * pp via remote ("R"); system interfaces with programmer via "notifier" informing the programmer about: which steps were just programmed and received by system, which parts of the program are in a dominant mode at any given time, menus; % tilt; % air pad can pp; % color signifies status of any programming, interfacing channel between programmer and system; % sound analyzer (depending on the externally generated sound(s), system will be better able to prompt user/programmer about how device might be programmed, and or used); % morning. "Edit".
-See "Brain".
.-Manufacturer programs how "Router" locates then= retrieves needed data= for designated application.
-"Billing"
File: Feature Intro / Microphone
"MICROPHONE"

Intro: This part is often connected to 'Sound Analyzer..

++ 1C-110-MICROPHONE Directional Microphone

Microphone locates the direction of sound sources. Then focuses on those areas to improve its ability to pick up what is occurring.

-Direction is located much like how human ears work. The time difference a sound reaches each ear (microphone) signifies the general direction sound is coming from. It's harder to identify a sounds' direction when one ear is fully closed off.

. Expansion Ideas:

-Imagine a friendly robot with human like qualities. What occurrences might your invention friend focus on, then think about, and respond? How about a Visual Analyzer , Smell Analyzer , Vibration Analyzer , Sound Analyzer , or Environment Analyzer ? Integrate multiple aspects, creating a synergistic effect. Examples:

--The automatic opening or closing of windows based on weather conditions.

---Also nowadays, buildings let in fresh air into the building at ideal times. In summer it lets in more fresh air at night when temperatures are cooler outside, this saves energy and helps the environment.

--Popular moisture sensors pipe water to potted plants.

-Our Sound Analyzer determines the nature of an array of sounds. The Sound Analyzer then helps the microphone record just the sounds that fit within the parameters of what needs to be heard.

. Applications:

-Mother's Ears ™: Mother knows where in the house here child is. The Sound Analyzer interprets and designates happy sounds from crying (based on their sound wave patterns) and signals her on the status of what is happening.

-Invention interprets any type of sound, then notifies the status of what's happening. One's own automated security system for a safer lifestyle.

-Sound Analyzer' determines the types of sounds that need to be recorded, and hones in accordingly. It might [partially] block out [un]desirable sound frequencies, allowing greater focus on designated frequencies.

-Portable transmitter is worn by user, then the "mic" will attempt to direct its recording primarily in the direction of the transmitter(s) and or sound source(s).

.-useful in numerous circumstances, such as when you don't want the ruffling sound of "mic" rubbing against clothes while on stage, etc.

.-this system can sometimes replace the portable "mic" worn by people.

.-user can manually control which microphones will be activated as well

-more than one "mic" can receive sounds, according to sound source's location, and user's programming

.-Applications: theater; cinema production; tool in analysis such as in consumer purchasing behavior as person walks about store and or when you don't wish to attach "mic" to person. Device can broadcast sounds, somehow related to where person is or isn't, e.g.: sounds can follow the person's footsteps and be heard some feet behind the walker.

*-Echo: use as a toy, joke or burglar deterrent by recording and broadcasting the sounds of a person as they walk about

.-D: 'Microphone: remote ("R"); pp; mp; interactive; toy; all; game; entertainment; synth; portable; printer shows graphs of activity...; mfh; bp; alerter; osc; vc; score; cart; cp; uq; access; uip [how mic moves / alters its sound picking up abilities]

-related to product 1C-290

.-exists: 'microphones which are tailor designed for distance sounds.

. PATENTS: key word search of US abstracts 1.74-2.97 www.qpat:

-(microphon*) and (direction w/9 (adjust move alter)

-US Pat found 2.97: 4586195 5473701 483599 5243660 387736='track *

1C110A Microphone Type Alterator: Type 'mic is changed / activated according to type need. The change is made automatically [wo human control]= when 'analyzer ['sa] determines= another type 'mic will be more effective for situation.

-multiple 'mic can be present [all functioning simultaneously= w/ 'sa [primarily] listening to the one determined to be most applicable.

++ 1C110A MICROPHONE TYPE ALTERATOR: Type 'mic is changed / activated according to type need. The change is made automatically [wo human control]= when 'analyzer ['sa] determines= another type 'mic will be more effective for situation.

-multiple 'mic can be present [all functioning simultaneously= w/ 'sa [primarily] listening to the one determined to be most applicable.

2D-300 MICROSCOPE'S SOUND AMPLIFIER:

Amplify sounds made from samples of organisms in small captivated environments, eg: Petri dishes, containers for insects. Heard by scientists.

-D: miniature mic (blots out external sounds: sound barriers, 2D-281) = sound volume booster = osc

GENERAL INFORMATION - Copied from IMI&8 in 2.97

.-User may play back recording partially or in entirety according to: pp, mp, the type of information (audio or %other) needed by user or other, desired audio effects, etc; incoming sounds processed according to pp or mp, eg: synthesizer, "clapper; "clapper" for initiating functions.

.-OTD: can focus only on the main sound source helping to ignore unwanted environmental sounds [exists at least in part via directional mic]; microphone ("mic") is located within product, or is external; basic; portable (external wireless microphone ("mic") transmits enters sounds to receiver, whose signals are intern transmitted to signal converter, and or synthesizer, and or recorder, etc); * battery powered external microphone ("mic") in cp; vc; score (eg: display ("S") or needle shows how the sounds are being received); integrated with %motion sounder; %composition; sound analyzer - according to type sound, system: acts like clapper, only sounds of particular types are received and or recorded and or processed.

.-4E020 Content Date Stamper: Registers and organizes previous occurrences.

-Sub-Parts: Mic-Filter: sound cancellation.

. US Pat No's. Search str - (sound* or noise*) adj cancel* - bib 9.94 many N, barely read.

--5341420 Noise-canceling handset; 5329593 Noise canceling microphone; 5268965; noise cancellation headset 5182774; 5140640.

2D-300 MICROSCOPE'S SOUND AMPLIFIER:

Amplify sounds made from samples of organisms in small captivated environments, eg: Petri dishes, containers for insects. Heard by scientists.

-D: miniature mic (blots out external sounds: sound barriers, 2D-281) = sound volume booster = osc

MISCELLANEOUS: + Sound is received and or processed differently according to uip-tailor / 'cart.

Applications: 'game; 'uip-tailor; 'track.

+ 'Microphone / digitized data representing sound is usually = an essential part of the 'Sound Analyzer.

-D: 1 sound = 2 mic = 3 c (signal converter) = 4 recording function/5 "C" [sound analyzer] = 6 osc/7 production of cart (cassette tapes, disks)

End of 'Microphone

File: Feature Intro / Morning Alarm

"MORNING ALARM" FUNCTION

Common features (parts) To Diverse Morning Alarm Systems:

+ "ACCESS" = Any function needed to access a system can be the required action to deactivate the morning alarm. Some difficulty may be required from user= so as to mentally awaken / stimulate them into a wakeful state (while "entertaining" them during the process).

"ARTIST" = Create correct "images" to deactivate.

"INTERACT" to deactivate = Things user can do:

-Play "game" correctly, or to win.

"NR" = System makes all types of wakening statements until deactivated. User can select which osc recordings they'll hear. Communicates via: OSC, S, Vibration.

-If alarm system is in room different from bed= "notifier", such as its speakers are wired to bedroom.

PC / 'Computer: Stand alone or PC systems can also be used to wake up users in unique ways. They're designed to be left on, as is increasingly the practice.

3A28A Morning Code Alarm Clock: Become alert by keying in needed combination to silence alarm. Displays new combination each morning.

TURN ON / OFF: To turn off alarm user must key in code. The code can always be same or different. Code might appear on screen. Such action (concentration) can help wakefulness.
- alarm waits certain time period before beginning alarm again
. Read Later: remote%; displays time, written communication, etc; "C"; pp; mp; uk; date; tds%; interactive%; educ; toy; all; game (user plays a verbal game to wake up); exercise - get people to move about to wake up; portable; t; bp; alerter; osc; vc; egh; score%; tgh; md; cart (of combinations, statements, questions, and other softwares); "T"; sp "T"; uq; mq; access%; uip (very important - used to generate appropriate questions from a large sampling of possible questions - uip information is matched with the type information, questions psychologists say can help wake people up)
-US Pat: 5189648.
-requires user to move "mouse" or "r" in patterns of: complexity, "interactive", "entertainment", "mood".

3A281 INTERACTIVE MAINFRAME ALARM: "Computer" states new interesting ideas each morning which are designed to help the person wake up, then ask questions. System can be at home, or provided as a service by automatically calling people by "Telephone" with a pre-recording.
-related to 3A-280. Instead a mainframe calls subscriber to wake them up and interacts with them in different format each time.
-asks questions, states surprising statements (can be based on type subscriber and any info available about them, eg: what they state voluntarily or based on computer's experience of subscribers behavior with itself on "T".
-OTD: remote%; displays time, written communication, etc; "C"; pp; mp; uk; date; tds%; interactive%; educ; toy; all; game (user plays a verbal game to wake up); "mic"; exercise - get people to move about to wake up; portable; t; bp; alerter; osc; vc; egh; score%; tgh; md; cart (of statements, questions, and other softwares); "T"; sp "T"; uq; mq; access%; uip (very important - used to generate appropriate questions from a large sampling of possible questions - uip information is matched with the type information, questions psychologists say can help wake people up)
%-4E020 Content & Date Verfier: of (any mentioned) occurrence(s).
-use with (900) area code or 976 prefix service - sys (system) automatically charges caller on their phone bill.

3A282 RISER: Alarm only deactivates when person rises out of bed. Functions via use of special "sensors". Gets people up and out of bed by alarm's TURNING off upon person's rising from bed.
-alarm senses person's rising via tripping of laser light (pointed in certain direction)

-snooze function, after which rising is only way to deactivate alarm. up number of snooze-alarm functions possible before they must awake.

*-User decides before hand, number of times snooze can be activated before such function can't be made to work = then only way to turn off alarm is via getting out of bed

-OTD: displays time, written communication, etc; "C"; pp; mp; uk; date; tds%; interactive%; educ; toy; all; game (user plays a verbal game to wake up); exercise - get people to move about to wake up; bp; alerter; osc; vc; egh; score%; tgh; md; cart (of combinations, statements, questions, and other softwares); "T"; sp "T"; uq; mq; access%; pi%; ba; access=ba.

3A0300 NATURAL TIME CLOCK: as person travels, clock changes longitudes on planet, automatically knows appropriate time according to sun with or without seeing sun; (gets either: real time and or the man-made time zones - which are similar yet different from the real local time). If this can be built, ideal for commercial applications in aeronautical industry, etc.

-also tells user the longitude, latitude, altitude, weather readings

-can pick up signals from satellites that send signals to all parts of planet via the Global Positioning System, which currently allows receiver to know their specific whereabouts on planet within a few meters.

.-4E020 Content & Date Verfier: of (any mentioned) occurrence(s).

5A980 TRAVELER'S ALARM: according to the time zone selected, corresponding alarm modes are activated. For example: in ? country, you need to wake up at 7:30am local time, and at 7:50am local time in the other country since the second location is closer to work requiring less travel time.

-for watches, travel clocks, personal and laptop computers

.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)

1B080 DANGLY ALARM: Wake up at the anointed hour to the sounds of a creature popping out above your bed. Example: creature can sound, talk, drop bits of water. This is a form of "Notification". Or fan blows onto user, etc.

-Helps get up in morning.

Something comes dangling down from above. Maybe something squirmy, fuzzy, noisy, screamy...

Technical details: the outputs might vary each morning. Deactivates when weight from bed is reduced.

-Coming from ceiling (maybe via retractable cord), or item is thrown out (w/ or without cord) from ejector near bed. User aims ejector to desired placed.

-Makes sound(s) when popping out and or while dangling, eg: via mechanical (bell) or electronic sounds.

-Sounds can come from two locations and starts one second before device pops out.

-Designed for the extra creative consumer

-may drop a little liquid at anointed hour; or drop something else (buzzing device which starts buzzing immediately; or starts after a few minutes; or after it touches human warmth [can't let person throw it out of bed])

-deactivate by getting out of bed (good way of getting up), or by panel on bedside.

. Read Later: PP; MP; uk; date; interactive; toy; game; entertainment; exercise; portable; alerter; cart (different devices to pop out, sounds).

1B110 MAGIC BUTTONS MORNING ALARM: Turn off alarm by touching correct combination of buttons within 3 seconds. Display "screen" shows new needed combinations each morning. Helps awaken the sleepy head.

-At anointed hour, clock's display ("S") shows the combinations needed to be keyed in to deactivate the clock. The process helps make the sleepy head alert.

-was 1A-4) wake up game:

Do any of the following or other activities upon waking to turn off alarm. The work required will wake user up.

-Games: punch buttons in the right order according to certain commands or guidelines. Can change or become more difficult in time.

-as the buttons are touched, there is a sound (different for each button)

-Different ways instructions are conveyed to sleeper:

--first is sound which alerts user - this sound can intensify in 30 seconds or remain constant, turns off when game is played correctly or well enough (high enough score)

Game #1:

display ("S") shows which buttons must be pressed and in which order; then display ("S") may repeat instructions over and over until user solves problem (does what is required). Eg:

--the user has 9 [3 rows of 3 keys each (or more)] keys on small key board; display ("S") shows which keys must be pressed and in which order by putting a number in the box of each key on the display ("S"). The plastic key board remains the same daily, yet the numbers in the display's boxes representing the individual keys and the order in which they are to be pressed changes randomly each day.

-all features of 1B-111 are mergeable with this product.

-Interactive Lock:

Person locks or unlocks device by using the morning alarm deactivation features. Can use for gaining entry, etc.

-the manner in which the buttons must be keyed in to deactivate alarm (pp, mp).

-OTD/: morning alarm; display ("S"); pp; mp; uk; date; tds; interactive; basic; game; entertain; exercise; bp; osc; speech; cart; UIP.

.-"Tilt": controls sys' functions

-copied to 5E020 in 8.95.

-See: 3A28A Morning Code Alarm Clock

1B111 QUIZ SHOW MORNING ALARM: Deactivate alarm by answering the questions correctly. The mood of the questions causes alertness.

-Interactive Question Alarm: -device asks questions from user, and user answers typing in information onto key board. The display ("S") will show which key needs to be pressed to select, eg: yes, no, white, blue, red, small, big, etc in answer to questions like: "do you see 14 cars on this display ("S") now...", or "what is your favorite of these color choices" or "do you prefer small or big dogs", etc.

-the questions are psychologically designed to make sleeper think in pattern to speed their waking state, and get their curiosity

-questions are stored in microchip for next 2 years (replaceable by purchasing additional cartridges with questions)

-other versions can have interactive features: tv screen asks and responds to questions, eg says "wake up sleepy head, the answer is wrong!". The interactive system uses special CD-ROM reader and disks; or uses other computerized systems.

-this and other morning alarms can be developed by or use TM: Morning Alarm(s); Morning Alarm(s), Inc; Creative Morning Alarm(s)

Each key may be different colored yet have no number or letter (reasons: lets user use key board for different choices; keeps size of device small; makes user think), yet other versions have one or more sets of keys with number or letter imprints.

ADDITIONAL 'MORNING DETAILS:

There is a button on the bottom of device which can turn off the alarm if user is unable to deactivate system via the game method.

Naturally the user will want to avoid this and take the challenge of letting the machine wake them up. Probably required by western government electronic standards.

-Key board is a separate unit which communicates to main unit via remote ("R") control.

-User has choices over the way the cartridges questions are addressed to him, eg: difficulty, number of questions each morning.

-Codes: date

-Interactive Lock:

Person locks or unlocks device by using the morning alarm deactivation features. Can use for gaining entry, etc.

-if user wakes up then it is unnecessary to deactivate alarm by playing game. Any of the morning alarm clock deactivations may also be used from out other files, eg: the riser.

. Read Later for 1B111:

Device can be part of other product features, eg: radio, standard type alarm options. The alarm sound might vary each morning. Deactivates when weight from bed is reduced. Codes: basic; display ("S"); pp; mp; uk;

interactive; educ; toy; game; entertainment; portable; "M"; osc; vc; egh; score (how well user did in past games, tests.; teach cart (other); rpc; pc; uq; access; UIP; character.

1B050 HAPPY MORNING ALARM: Subliminal sounds and verbalized messages are emitted at alarm time to both energize and put the person into a positive frame of mind. This is a form of "Notification".
-Personalized Alarm: User records their own pep up voice to get them selves up in morning. Voices and or pictures might be provided by manufacturer.
Technical details: the outputs might vary each morning. Deactivates when weight from bed is reduced; or when any of the other morning alarm deactivation functions in our other files are implemented, eg: the riser.
-Use voice of manufacturers, mother's, friend's, boss' (great gift from boss), or other person with fearful voice.
-Can start to play music or has an alarm feature before the recorded voice feature is activated. The voice is activated if person either: [doesn't get out of bed (due to bed's sensor's)*], or better - person doesn't deactivate device.
-Each day of the week can have a different outgoing voice - this is for variety *
-Device automatically deactivates after voice is finished, or no more than 60 seconds. Reason: person may wake and leave house before alarm goes on.... (obvious feature)
-printer (prints a new interesting message each morning - microchip has memory for such data for next 10 years, then the information is repeated starting the 11th year) - curiosity helps user wake up, cartridges for such different types of messages available - according to user's or gift buyer's tastes.
. Read Later: Basic; display ("S"); pp; mp; uk (setting of alarm time, setting of current time); date; interactive; toy; entertainment; "mic" (for recording voice), or device can take standard sized mini cassettes for others to send user for fun; Score (number of times a month the "voice" had to come on (user didn't turn off device in time)); cart (software 'cartridge) for music, types of alarm sounds (eg: church bell, train's horn, etc); rpc; cp; mq; uip; ba.

1B051 'MOOD MATCHING 'NOTIFIER: Wake up mode helps put user into the type mood desired for user. User requests, or system 'predicts the type mood= user will be coached into for that day.
-Eg: weekend days have less harsh notifier; the day's business agenda of user [known via sys analyzing user's calendar on c] correlates w type notification= so user's mood matches type of day.
-Eg: the user's upcoming day is mostly about motivating their sales staff, hence the 'mood created is: uplifting, coupled with 'osc related to motivating sales people [as found in that culture's typical motivation style for such occurrences].

1B060 BED TOSSER: Helps get user up in morning by tilting them out of the bed or futon (Japanese bed) at alarm time.
Moving device placed below bed/futon. Form of "Notification".

-first user hears alarm (at which time they can turn off this device, yet they may want it as their aid for getting up)

Technical details: the outputs might vary each morning. Deactivates when weight from bed is reduced.

-may vibrate or tilt person out of bed

-may act only if person isn't out of bed in 1 - 10 min.

-A plank can bend below the mattress so as to toss out the person trying to wake up

-Safety measures are truly in place. The west has strict guidelines on health and safety.

-OTD:

Toy; portable; t; osc; vc; score.

* 6B260 USER DIDN"T AWAKE: if person hasn't woken up (evidenced by their walking through door of room (tripping of laser light); walking about room; etc.) the parent or roommate goes in to person's room and wakes them up.

-if so activated: also tells if person has left room (even if they might already have left house without being seen).

-OTD: BA; Motion "sensor".

6B280 RECORDING OF USER'S OWN VOICE WAKES SELF UP:

announces in user's own voice, "time to wake up" etc. Speaking into their "microphone", user can talk to themselves in manner user may know will jolt them out of bed. Can also incorporate voice of other people such as one's boss, mother or father yelling at them. Form of "Notification".

+ <3> 4C050-MOR. MAGICAL MORNING THOUGHTS

Explore nice and interesting ways to wake up. Stimulate your creative mind to awake in better ways than blaring alarms or radios bringing you into a new day. How about receiving an interesting statement or question that guides you from your sleeping state to one of having an exciting approach to life..! Peaking the sleeper's interest is a kinder way to enter the new day. The notion of "waking up on the right side of the bed" is transformed by the invention's motto of "Waking up into the right state of mind".

-User Information Programming knows about the user based on its fun online personality test. Test results are used to design statements and questions likely to awaken the person in manner better suited for their personality. The user has a better chance of starting filled with the creative energy that makes one excited to wake up.

--A simultaneous benefit is how the invention is a brain gym that keeps the mind youthful. Brain elasticity is nurtured by inspiring creative thinking. Studies might prove the invention boosts a person's creative thinking in some way like a cup of coffee, or an exciting challenge.

. Expansion Ideas:

-How invention can process the user's answers. Example: A low decibel voice response can signify sleepiness, that is replied to by being asked to speak up.

-Add the component of waking to recordings from passionate voices. This single added effect can synergize with the invention's other benefits.

-Selected statements or questions are designed to nurture parts of the mind and soul for designated effects. Example recordings: "Feed your body and mind with goodness", "Learn to love others", "Maria, it's time to get out of your box", "Mention one exciting plan you have for today".

-Interactive Playmate : Imaginative forms of an interactive invention or "buddy" for a person in any aspect of their life. What help could a person receive to: feel better, become more alert, increase productivity, complete tasks on time, etc?

-Morning Pet Trainer : Sounds emitted are designed to attract one's pet into bed. Pets learn to come when hearing this sound, through reinforcement of their treat or meal given after the pleasant notification.

--Teaching pets that often wake people up too early: Pets can eventually learn that waking people for food prior to the pet sound, won't bring them food any earlier.

. Interactive Mainframe Alarm: Computer states new interesting ideas each morning which are designed to help the person wake up, ask questions. System can be a home alarm system. Or, provided as a service by automatically dialing people with pre-recorded messages, 'tailored to the user's interests. User enters information about themselves from system's questions, intern better allowing system to make or ask provocative statements (via User Information Programming: system tailors itself to user behavior). Form of "Notification", "Entertainment".

Unite two 3A product numbers. 3A-281-042001

-related to 3A-280. Instead a mainframe calls subscriber to wake them up and interacts with them in different format each time.

-asks questions, states surprising statements (can be based on type subscriber and any info available about them, eg: what they state voluntarily or based on computer's experience of subscribers behavior with itself on "T".

-OTD: remote%; displays time, written communication, etc; fd-hdd; pp; mp; uk; date; tds%; interactive%; educ; toy; all; game (user plays a verbal game to wake up); microphone; exercise - get people to move about to wake up; portable; t; bp; alerter; osc; vc; egh; score%; tgh; md; cart (of statements, questions, and other softwares); "T"; sp tel.

<3, 2> 4C100 MORNING SURPRISE: Wake up in the morning at time set by alarm. Any number of different things can happen each morning. Having a change in alarm can be worthwhile, since people tend not to hear/respond to common alarms.

.-user doesn't know what type of alarm will occur

-sample wake ups: sirens; screams for help (with real shrill); drops of water landing on head; mild electric shock; mild buzzer (eg: in pillow or on mattress below sheets); stuffed animal which goes into a frenzy (sounds, moves, and or jumps, jiggles, buzzes); animal which crawls towards human (moves towards warmth) and buzzes person, spreads a little water or other annoying substance (jelly, grease) or stings person a little....
-wild recordings from VCR played on screen
-form of "notification".

<3, 2> 4C110 ALARM SOUND: Gets louder and louder until it is turned off. Both the decibel level goes up in time, plus the sounds of banging, etc that may not necessarily have a greater decibel level but psychologically sounds louder - all this keeps going up until alarm turned off.
-works with other alarm system functions too.
-see 4C120
-form of "notification".

<2> 4C120 Morning Smooch: In the beginning, the alarm is friendly - for good psychology. Only if this doesn't work will the volume or other elements start harassing if person isn't up in time.
-see 4C110 form of "notification", "TGH".

<3, 1?> 4C-200 "COMPOSER" ALARM:
-user must compose a particular tune in order to deactivate alarm
-the alarm sound can also be composed on unit by user (better than hearing just a standard buzzer)
-especially marketable to musical hobbyists

4C-050-10300Q COMBINE PRODUCT IDEAS. Unite two 3A product numbers. 3A-281-042001 Interactive Mainframe Alarm: "C" states new interesting ideas each morning which are designed to help the person wake up, ask questions. System can be at home, or provided as a service by automatically calling people by "T" with pre-recording.
-related to 3A-280. Instead a mainframe calls subscriber to wake them up and interacts with them in different format each time.
-asks questions, states surprising statements (can be based on type subscriber and any info available about them, eg: what they state voluntarily or based on computer's experience of subscribers behavior with itself on "T".
-OTD: remote%; displays time, written communication, etc; fd-hdd; pp; mp; uk; date; tds%; interactive%; educ; toy; all; game (user plays a verbal game to wake up); microphone; exercise - get people to move about to wake up; portable; t; bp; alerter; osc; vc; egh; score%; tgh; md; cart (of statements, questions, and other softwares); "T"; sp tel;

4C-100 MORNING SURPRISE: Wake up in the morning at time set by alarm. Any number of different things can happen each morning.

.-user doesn't know what type of alarm will occur

-sample wake ups: sirens; screams for help (with real shrill); drops of water landing on head; mild electric shock; mild buzzer (eg: in pillow or on mattress below sheets); stuffed animal which goes into a frenzy (sounds, moves, and or jumps, jiggles, buzzes); animal which crawls towards human (moves towards warmth) and buzzes person, spreads a little water or other annoying substance (jelly, grease) or stings person a little....

-wild recordings from VCR played on screen

-form of "notification".

$$ 3E-060 "INTERACTIVE" MORNING ALARM: Computer's tel ("T") states new interesting ideas each morning. The interaction is psychologically designed to help the person wake up. User needs to answer questions correctly. System calls people via telephone at desired time each morning. User selects type of morning announcements from their home push button tel ("T"). 3A-281.

-T service calls U, or U calls service (c).

-UIP determines type questions: ("MQ") to ask user. UIP studies user's earlier actions (the day / week before) (via analysis of their subject and or key words from the actions made by user on their "c").

-"Educ": type questions designed to educate u; information received by u (in previous session(s)) via question or information dissemination mode of sys = hopefully remembered by u, so u can then answer related question later (next day(s)) correctly. Forcing u to remember is also a form of cerebral awakening.

-Billing customers for this service via: tel bill; 900 number / M=T: (u calls the 900 number = selects time they want to be woken up = u gets called later at that anointed time); sell u the (P.C.) sw / cart ('cartridge) / hardware sys.

-D: u = T ('tel) = m (tds=when to call u; asks u q (uip, "score" for determining correct answer).

-Patent search strategy: (morning* or awake* or interactive*) and alarm.

-US Patent No's: 4573804+ Scent-awake alarm clock 4497582 4617525 4180810 3903514 4047377 4059830 4070697

.-Also awake u with other sys (system) that synergizes w (with) this KN:

--A or B dir N (invention) which splashes drops of water on u to help them wake up.

.--other existing N/kn (novelties) that help people wake up, eg: KN for tripping laser light as one gets out of bed [don't work much on this latter KN].

-OTD D: U = This N sys (system) ~ C ('computer) =

ACCESS (to activate features); BA (based on u's performance/answers); CART ; EDUC ; M ; MIC (speech); MULTI-USER ; NR ; OSC ; PR ; Q ; SCORE (u's answers to questions posed by sys); STATUS ; TDS (clock for alarm); T ; UIP ; UQ ; BILL.

-sys increases u's creativity, see paper on creative thought process. Functions by posing questions whose characteristics (UIP) are designed to awaken u (according to their uip).

-See: 3A28A Morning Code Alarm Clock; 4C050 Interactive Mainframe Alarm
-form of "notification".

R181 ALARM CLOCK BITES HAND which pushes button to turn it off. [i don't need N which only requires combination to turn off, maybe check for clock that "electrocutes" etc user?] 29 Nov 93 NK
-form of "notification".

THE FOLLOWING Are Morning Alarm and Wake Up System Product Idea Elements from IMI&8:
Diagram: sensor/uk = alarm clock = osc
-OTD #1: D (This part) =
% 3A-140 Baby Alarm
% 1B-080-200000001 Dangly Alarm: Wake up at the anointed hour to the sounds of a creature popping out above your bed.
% 1B-110-100000001 Combination Morning Alarm: At anointed hour clock's display shows the combinations needed to be keyed in to deactivate the clock. The process helps make the sleepy head alert.
% 1B-111-200000001 Interactive Question Alarm; *3A-281 Interactive Mainframe Alarm; *3A-28A Morning Code Alarm Clock
* 3A-282 Riser.
"Notifier": all the different elements for notifying a person within the context of alerting person about an alarm.
% 5A-310 World Clock
% A1-240 Interactive Windows & Curtains
5A-460 Touchless switch to activate or deactivate alarm or clock features
% 4C-200 Composer Alarm
% 4C-210 Artist Alarm:
-OTD #2: display; fd-hdd; pp; mp; uk; date; tds; interactive%; toy; basic; entertain; microphone% & synth% to create desired wake up sounds replacing the standard buzzer or bell; bp; osc; speech%; vc; cart%; cp; uq; pi%; character; air pad (user inputs the required activity of his, and air pad transmits to alarm's judge which decides if the correct activity was inputted to deactivate alarm; can also be used to change time, alarm time, and other features; same air pad can be used for other tasks other than for the alarm clock).
-"Billing"

MISCELLANEOUS:
. "Behavior Analyzer": the wake up function [alarm] is uip-tailored to wake up the user according to user's behavior profile.
+ Work Motivator:
"Morning alarm's" "Work motivator". Forces user to start their work on time in morning:

User must be utilizing their (normal (work)) software in a normal / "designated" manner= failure to do this (over 30 min) triggers alarm. "Tracks" user's actions on computer= which are "analyzed" for appropriateness.
-Other values: A form of motivating employees to work harder in the morning, or those who work at home to get results quickly wo waiting around. Lack of motivation is common reason telecommuters need the pressure of a boss at work, despite all the inconveniences and loss to freedom. Hence, a big demand from those who are serious about working from home.
-"Traps": reattempts by user to use SW ('software) correctly can temporarily stave off the alarm= until such time that "score" doesn't worsen.
. Examples: User must: activate (and "interact" with) any "designated" sw program or function (over certain time duration (wo interruption)). Eg:
-access their E-Mail box at "designated" times.
-access "designated" parts of world wide web, eg: sights, utilize certain search engines and or key words, read daily news reports and information (collected automatically by search engine earlier).
-make "designated" tel calls= via "tracked" "telephone" system.
-submit /*"edit"= "designated" reports / results (to supervisor).
. Read Later D: U = This N Sys (Motivator / "Tracker" of user's work) ~ C =
ACCESS // ARTIST // ANALYZER // EDIT // EDUC // *MULTI-USER // NR // OSC // pr (program) // R // ROUTER // SCORE // SEEKS & REACTS // SENSOR // *TDS // T ('tel) // TRACK (how user "maneuvers" through system) // UIP (what's required of user; the type of work they do is "analyzed" for uip-db).

A similar 'reaction can be required from the user in other circumstances. Examples include when 'analyzer determines user may be: lazy [inactive while at computer due to lack of typing]; low in developing [new] ideas; system questions authenticity of user [see 'Access part].

PAT Key Word Search Strategy:
-alarm* and (morning* or (wak* adj up))
-alarm* and (combination* or password*)
-alarm* and (psycholog* or fun* or toy* or gam* or kid* or children)

* 3A290 SOUNDING CLOCK: replaces coo coo clock by making interesting sounds every hour on the hour. Type of "Notifier".
-Sound options: bird(s) singing; laughter [by fairly normal adult, giggly baby; coins dropping into piggy bank]; "ding dong"; real or artificial coo coo bird sounding; thunder and rain; [howling dog; sirens]; whistling; portion of classical musical piece; etc. Maybe each hour has different type sound.
-can be programmed to make outgoing sounds recorded by user; or user selects from preprogrammed selections.
-can purchase disks for additional sound pieces

-can request exact time (whenever user wants) by: remote ("R") control; pressing button on clock; clapping hands or other sound; tripping a laser light; etc.

* 3A1080 INTERACTIVE ALARM ROBOT: Toy robot finds and wakes sleeper. Transmitter attracts "barking" robot. Great gift idea for late rising co-workers.
-User wears and or sleeps with belt holding transmitter. Toy robot alerts or wakes up person - which finds user and "yaps" or sounds. Good for single room operation (in future, robot can go to other rooms too. Replaces one's pet, like a cat waking owner up in morning for their breakfast.
- Teddy bear alarm: sleeps in bed with you, and makes quiet noise in beginning, then makes a racket of noise and maybe movements until turned off. Has snooze option.
-OTD: remote ("R"); pp; mp; uk; date; interactive%; toy; basic; portable; bp; alerter%; vc; cart (type sound generations, how robot will act); cp; access; pi%; clap.

PATENTS: kw search US abstract & main claim 1.74-2.97 www.qpat:
-2.97 str: ((wake w/5 up) or morning) and alarm
-US Pat found 2.97: only one and it appears a copy of 6B280 Recording of user's own voice wakes self up: US Patent 5369797-Radio alarm clock with removable cassette player/recorder.

End of 'Morning Alarm

File: Feature Intro / Multi Media

MULTI-MEDIA

. Combining two or more of the following: 1 Audio: "osc; "t"%; "sp tel"%. 2 Visual: "s"; "notifier"; "printer". **-3 Skin: Stimulation made to the skin: vibration (corresponds to the beat of the music or spoken voice; massage; acupuncture related; computerized sexual stimulation includes what is called cybersex); mild electrical stimulation to the skin. **-4 Smell Emission.
-Gen: "interactive" via^: "remote", "uk", "gps"
-D1 (Drawing #1): 1audio/2visual/3skin/4smell=5C~6pd=7m=8gps. 5C: includes optional: "t"; "s"; "mic"; "cart".
-D2 (Drawing #2): ["interactive"=c~"artist" (uk; touchscreen; remote)] = "composition" =c (computer)(edits via^: pp/mp (coordinates/combines/synergizes (data/signals))) = tr = display/M/other's system (c/tel)/osc/"remote" ("air pad")
-Images / movies / advertisements / music / sound programs are adjusted according to: adapt; bva; pr. Examples: certain sections/scenes/sound frequencies/images (colors) are edited in / out.

-System receives and shows on S, TV/cable/Video/other mm (multi media) "entertain".
-o-C92 Scents are emitted to match scenes in movies. 22 Feb 93 NK
Drawing: remote ("R") (tel) = c92
-See "Brain": system' feature 'adapts according to circumstances. "Billing"
. Electronic meeting place: Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" = ACCESS = [any other conditions which must be met to access desired function] (needed for each participant (user) to join) // ANALYZER (how / w5 (what, where, why, when and how) system functions as desired (according to adapt-tailor/pr/k)) // EDIT (actions/statements/responses from user) // NOTIFIER (when u (user) is asked to respond or should notice designated occurrence(s)) // osc (outgoing sound communicator) (verbal communication) // pr (software program) (how each u (user) "interacts" w/ each other / system) // Q (answered differently according to user) // r (remote control) (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (user) the sending / receiving users are / w5 (what, where, why, when and how) of situation) // SCORE (of each user) // STATUS (of: each user / their actions) // tds (time date stamp feature) // t (telecommunications) (how each user "interacts" w: other users / m) // TRACK (progress/changes of each user) // [adapt / "Multi-user" = (each users = experiences / handles system differently = according to u's unique adapt-tailored sw)] // "artist" // "composition" // "educ": each user = "interacts" = learns from or teaches other = user (in different manner = adapt) // "cart" // "M".
-"Access' BA (Behavior Analyzer)": System seeks unusual behavioral elements of user in following parameters: How accessor (re) programs sw; types of mm (multi media) options user selects, eg: color and "osc" option selections.
. Other: **-3 Skin: Stimulation made to the skin: vibration (corresponds to the beat of the music or spoken voice; massage; acupuncture related; computerized sexual stimulation includes what is called cybersex); mild electrical stimulation to the skin. **-4 Smell Emission.
-Gen: "interactive" via^: "remote", "uk", "gps"
-D1 (Drawing #1): 1audio/2visual/3skin/4smell=5C~6pd=7m=8gps
5C: includes optional: "t"; "s"; "mic"; "cart"
-D2: ["interactive"=c~"artist" (uk; touch screen; remote)] = "composition" =c (computer)(edits via^: pp/mp (coordinates/combines/synergizes (data/signals))) = tr = display/M/other's system (c/tel)/osc/"remote" ("air pad")
-Images / movies / advertisements / music / sound programs are adjusted according to: adapt; bva; pr.
Examples: certain sections/scenes/sound frequencies/images (colors) are edited in / out.
-System receives and shows on S, TV/cable/Video/other mm (multi media) "entertain".
-o-C92 Scents are emitted to match scenes in movies. 22 Feb 93 NK
Drawing: remote ("R") (tel) = C92
-See "Brain": system' feature 'adapts according to circumstances. "Billing"

-Electronic meeting place: Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" =
-ACCESS (needed for each participant (user) to join) // ANALYZER (how / w5 (what, where, why, when and how) system functions as desired (according to adapt-tailor/pr/k)) // EDIT (actions/statements/responses from user) // NOTIFIER (when user is asked to respond or should notice designated occurrence(s)) // osc (outgoing sound communicator) (verbal communication) // pr (software program) (how each user "interacts" w/ each other / system) // Q (answered differently according to user) // r (remote control) (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (user) the sending / receiving users are / w5 (what, where, why, when and how) of situation) // SCORE (of each user) // STATUS (of: each user / their actions) // tds (time date stamp feature) // t (telecommunications) (how each user "interacts" w: other users / m) // TRACK (progress/changes of each user) // [adapt / "Multi-user" = (each user = experiences / handles system differently = according to u's unique adapt-tailored sw)] // "artist" // "composition" // "educ": each user = "interacts" = learns from or teaches other = user (in different manner = adapt) // "cart" // "M".
-"Access' BA (behavior analyzer)": System seeks unusual behavioral elements of users in following parameters: How accessor (re) programs sw; types of mm (multi media) options user selects, eg: color and "osc" option selections.

What do you imagine when the feature 'Multi-Media is offered? Then have system adapt it to your desires!

File: Feature Intro / Multi-User

MULTI-USER

Each user can be recognized differently, and have functions 'tailored to them. This overlaps the UIP parts.
-'Interactive / 'Game applications: users are treated differently, and can accordingly 'interact with 'inventions, each other [in 'games].

-System is specially designed for multiple users. Each user may have different ^software functions that can be activated for ^them. ^'Chief programmer(s)' need special ^password(s) to ^program main and or central functions. Each user has ^password identifying themselves and triggering applicable functions. Chief Programmer ^can: limit the extent of access into system; and or lock out people/other systems partially/entirely; and or monitor and analyze their activity, and or results. -US Patents: str: multiple* adj9 (people or user*)
-"Access": each accessor has differing access procedures [helping differentiate between users], and safety protocols, and "access' BA (Behavior Analyzer)".

Drawing: "access" (each user has different part/pi = "C" (recognizes user (via their "access")) = permits functions within any parameters / alters user's adapt = function

-For Techies: access; %air pad; cart; character; display ("S") shows which user is using system, and can show ^menus designed for particular user; "C"; *M; mp; each user receives personalized notifier signals designating them from others; adapt: (each user causes differing types of retrieval, storage, tabulation, analysis of adapt data; and adapt data are used according to pp/mp for each particular user); pp; score & or tds (time date stamp feature) for each user.

-See "Brain": system' feature 'adapts according to circumstances.

-(Automatically) differentiates between different users via: "access" (r=tr password, key* - differing keys within same master-lock system, cart ('software cartridge) of u, tr (transmits) (pulsing frequency) w/ (with) user), adapt - system "analyzes" who user is by their functioning/behavioral characteristics, cart ('software cartridge) (of user), tr (transmits) w/ (with) user.

. Other: "Edit": 'adapts to each user. * "Router": locates (via adapt-tailor) then= retrieves needed data= from eg: adapt-db (database) to better tailor system (adapt-tailor) to u's needs. 'Billing.

-A code (access, electronic `water mark') encoded in sw/data* limits how system / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit". Eg: each user has differing (sw) key to use certain features.

DIAGRAM: "access" (each user has different part/pi = "C" (recognizes user (via their "access")) = permits functions within any parameters / alters user's uip = function

OTD: access; %air pad; cart; character; display ("S") shows which user is using system, and can show ^menus designed for particular user; "C"; *M; mp; each user receives personalized notifier signals designating them from others; uip: (each user causes differing types of retrieval, storage, tabulation, analysis of uip data; and uip data are used according to pp/mp for each particular user); pp; score & or tds ('time date stamper) for each user.

-See "Brain": sys' part adapts according to circumstances.

-(Automatically) differentiates between different u via: "access" (r=tr password, key* - differing keys within same master-lock sys, cart ('cartridge) of u, tr (transmits) (pulsing fq) w (with) u), uip - sys (system) "analyzes" who u is by their functioning/behavioral characteristics, cart (of u), tr w u.

-"Edit": adapts to each u.

.-"Router": locates (via uip-tailor) then= retrieves needed data= from eg: uip-db to better tailor sys (system) (uip-tailor) to u's needs.

-A code (access, el (electronic) `water mark') encoded in sw/data* limits how sys / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit". Eg: each u has differing (sw) key to use certain features.

-"Billing"

-Adopt a ['game] identity when needed: Each 'entity can have one or more 'multi-user identities/' tags that can/can't be recognized by and or bypass 'access controls.

END OF MULTI-USER

File: Feature Intro / Notifier

'NOTIFIER

System 'seeks and or interprets events which should be notified to user.

2D190-NOTIFIER Notifier Tailored To User's Communication Needs:
Users are notified about important events in a manner that best catches their attention. Notifications target any or all of the user's main senses: sound, sight, feel [communicate via vibration], smell, %taste.
-Lights show up at 'designated places [on computer 'screen / car dash board] which better catch attention.
-(Car) Horn Blow Notifier: When [another's] car horn is blown, the car speakers / earphone is programmed to seek such sound frequencies, and make an extra loud notifier to user.
. User is notified on the status of any situation. Other targeted people and or those nearby may be alerted as well by parts of sounds, lights; displayed words; audio speech announcement.
-portable wireless beeper can be carried / worn by: user / targeted person. D: function / sys = c = n = wireless tr (transmits) = portable n.
-D: c=tr/rc="display"/osc/[tr to other product (alarm device)]/light(s)(flashing/changing color).
-See "Brain": sys' part adapts according to circumstances.
-osc: Sound volume adjusts according to the level of (pre) existing sound level in environment from street / other electronically generated sounds (US Pat No 3298010 Voice warning (nr) system whose output volume adjusts for existing external sound). ("Sound analyzer" determines: level/type volume/sound needed; (any) sound canceling needed.). Real US pat # very limited.
-Sub-Parts: NR-problem; NR-status.
-US Patent No: 4823245 Adding colors to electric lights: change in light acts as type of NR: type color light designates: "status", "score", eg: level of danger or attention needed.
-US Patent No 4875432: color on "score" board changes when the score is tied in (volleyball) "game". (The level of "score" / "status" effects the type of color change found on S / nr (notifier) of any product / sys; eg: 7G)
-"Billing": for type nr (notifier) desired and how u is notified.
-1C-170 Video Alarm:
A visual and or audio response goes into effect when the following ring: door, tel, clock alarm, food timer, party goes up the dwelling's walkway.

+ What needs attention and why (W5) shown by how images are "edited". See "Artist's" = "Status". Example: icon for receiving E-Mail become red while receiving mail, and green when it's ready to be read. Value is in creating less textual clutter on S.

-"Score": The degree of urgency= as measured by score= results in different type of signal generated from notifier.

+ PREDICTS how u (user) should best be "notified": Different circumstances may call for differing forms of notification.

-patentability: are others using such a system in a simple version, though not patented?

-Examples: When user is: in noisy area (osc is louder); on the road (osc is triggered versus screen depicting nr's message); dealing w another emergency or "notification" process at the time (lower scored occurrence notifies u 2 hour later); situations with higher "scores"= have differing "designated" forms of "notification"; time / tds: when problem occurs can have differing "score"; W5 (what, where, when, why and how) occurred= and how user is "predicted" to "react" to it (according to W5 of occurrence / or user's situation at the time).

-each occurrence is "scored". Higher scored notifications are given more weight. Via: "images" / osc ('outgoing sound communicator) that stands out more (than other (nr) messages; being shown / placed before other "notifications" / messages which have lower scores. (Messages can be scored for importance / pertinence).

-"tracks" u's: whereabouts / actions (W5)= then "edits" itself as "designated".

-higher scored occurrences that are not "reacted" to by u= have the notifying signal "routed" to another: u / system.

Other:

-Portable wireless beeper can be carried / worn by: users / targeted person. Drawing: function / system =c (computer)= N (invention) = wireless tr = portable n.

Drawing: c=tr/rc="display"/osc/[tr to other product (alarm device)]/light(s) (flashing/changing color).

-See "Brain": system' feature 'Adapts according to circumstances.

-osc: Sound volume adjusts according to the level of (pre) existing sound level in environment from street / other electronically generated sounds (US Pat No 3298010 Voice warning (notifier) system whose output volume adjusts for existing external sound). ("Sound analyzer" determines: level/type volume/sound needed; (any) sound canceling needed.). Real US pat # very limited.

-Sub-Parts: notifier-problem; notifier-status.

-US Patent No: 4823245 Adding colors to electric lights: change in light acts as type of notifier: type color light designates: "status", "score", eg: level of danger or attention needed.

-US Patent No 4875432: color on "score" board changes when the score is tied in (volleyball) "game". (The level of "score" / "status" effects the type of color change found on s (computer screen) / Notifier of any product / system; eg: 7G).

-"Billing": for type notifier desired and how user is notified.

-1C-170 Video Alarm: A visual and or audio response goes into effect when the following ring: door, tel, clock alarm, food timer, party goes up the dwelling's walkway.

+ What needs attention and why (W5 (what, where, why, when and how)) shown by how images are "edited". See "Artist's" = "Status". Example: icon for receiving E-Mail become red while receiving mail, and green when it's ready to be read. Value is in creating less textual clutter on S.

-"Score": The degree of urgency= as measured by score= results in different type of signal generated from notifier.

+ "Predicts" how users should best be "notified": Different circumstances may call for differing forms of notification.

-Patentability: are others using such a system in a simple version, though not patented?

-Examples: When user is: in noisy area (osc is louder); on the road (osc is triggered versus screen depicting notifier's message); dealing w/ (with) another emergency or "notification" process at the time (lower scored occurrence notifies user 2 hour later); situations with higher "scores"= have differing "designated" forms of "notification"; time / tds: when problem occurs can have differing "score"; W5 (what, where, why, when and how) occurred= and how user is "predicted" to "react" to it (according to W5 (what, where, when, why and how) (what, where, why, when and how) of occurrence / or user's situation at the time).

-Each occurrence is "scored". Higher scored notifications are given more weight. Via: "images" / osc (outgoing sound communicator) that stands out more (than other (notifier) messages; being shown / placed before other "notifications" / messages which have lower scores. (Messages can be scored for importance / pertinence).

-"Tracks" u's: whereabouts / actions (W5 (what, where, why, when and how))= then "edits" itself as "designated".

-Higher scored occurrences that are not "reacted" to by u= have the notifying signal "routed" to another: user / system.

-US Patent No: 4823245 Adding colors to electric lights: change in light acts as type of notifier: type color light designates: "status", "score", eg: level of danger or attention needed.

3A200 BEEPER SHOWS 'STATUS: Now know the nature of the matter you are being beeped about. If alarm is triggered or any other emergency comes up person's beeper automatically goes on. Code/beeper type (eg: type signal or light or word display ("S") shows nature ['status] of problem, for example: three beeps means your grandmother is calling for assistance)

-Application: for hard of hearing people (deaf), grand parents, know it is mealtime when person is in the garden, or upstairs.

.-4E020 Content & Date Verifier: of (any mentioned) occurrence(s).

3A600 EAR ALERTER: Notifies person when and why they are wanted. Quiet system keeps peace for others. Also, users of hearing aids and headphones know they are being called; hears "T" and doorbell, alarms.
-Remote Control Headphone Receiver: Alerts wearer of headphones or hearing aid that they are wanted. Applications: "T" or doorbell, easier to call someone in another location, clock alarm, etc.
-let person with earphones/hearing aid know they are wanted by pressing your remote ("R") control device which operates on radio frequencies.
-perhaps you don't know where they are in house, front, side or back yard. Yelling for them is offensive, stressful and perhaps ineffective (since the elderly usually hear poorly with or without a hearing devise), difficult (especially for husband and wife which are both old, and person being called must yell back to assure searcher that they can stop looking around...)
-saves from having to get out of seat (even if other person is in same room)
-incorporates no. 3A-620
-OTD: remote ("R"); display ("S") (what you are being called for); "C", pp; mp; uk; date; basic; "mic" (magnifies outside sounds); portable; bp; alerter; cp; clap.
-4E020 Content & Date Verifier: of (any said) occurrences

* 3A820 SILENT LIGHT NOTIFIER: Flashing light alerts user before the sound mode activates. Doesn't disturb others. Applications: "T", doorbell, clock alarm, smoke detectors sensitive to minor kitchen or tobacco smoke.
-alarm signals for attention by flashing light (this portion exists), if not deactivated while in light flashing mode, the sound mode kicks in
-the initial light mode is designed for people who prefer the quiet for (tel, door bell, alarm (a warning just before the required level of smoke is achieved (according to government regulations) at which time the audio portion must go on) - this is good for people who often burn things, smoke many cigarettes in a party, etc and would like some notice time in a gentle manner.
-light in room or some other bulb may flash

4A300 REMOTE NOTIFIER: User's portable pager alerts when desired occurrence has taken place. Applications: Husband is driving home without wasting a tel call, telling wife when to have food ready. Notifies when any machine has accomplished task. Etc.
Later copied US patent: 5444444 Nr' of arriving delivery vehicles

UPON COMPLETION OF ANY PROCESS/TASK, device sends message stating the fact via: beeps/codes to pager type device; modem to tel/answering machine leaving beep/verbal message.
Applications:
- cooking timer is going off and will notify user wherever they might be
- spouse is driving out of their company parking slot for home

- weather has gotten better/worse
- kids are being called by guardian to: go home; go somewhere....
- wake up service
- couples with beeper/pager/mobile tel/large watch for pocket, purse, wrist/walkie talkies/...

-OTD: "R"; "S"; "C"; pp; mp uk; mouse%; date; tds; interactive%; all; toy%; game%; "mic"; synth; portable; sst; printer%; mfh%; bp; alerter; osc; vc; score%; cart%; cp; access; pi%.

.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip)

5A380 COOKER'S EAR: audio magnifies (* or enhances/alters) the sound of the cooking sounds so cook knows how food is progressing.

*-This can be an art, especially for certain foods. Cook knows if it is time to: reduce/increase heat, stir in water/liquid/butter/next ingredient, etc. depending on: how the thick liquid bubbles are sounding, food is crackling, frying sounds, etc.

*-alarm triggers with even the slightest hint of smoke (catch it early on). This is a separate product also.

Possible trademarks: Cooker's Listener, Audio Cooker, Kitchen Helper, Cooker's Nose/Smell

+ "Sound Analyzer" (nr for any type of sound) = 4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip).

MISCELLANEOUS:

. 2D-180 related product:

-Send signal to wearer signifying: its meal time; tel "T"; somebody is downstairs for you...

. System 'seeks and or interprets events which should be notified to user. Key Word Groupings:

-notify: notifier alarm alert [catch attention]

-analyze: determine seeks

. User is notified (alerted) as to the "status" of any situation. Other targeted people and or those nearby may be alerted as well by codes of sounds, lights; displayed words; audio speech announcement; print out. All notifications can also be kept in memory with the time of the occurrence being time and date stamped. Notifies (W5 - what/how/why/where/when) action: (has been completed/is needed (by user/system)/may occur - warning.

D: tr/sensor = computer = osc/display

. Notifier Parts: status: 'seeks certain events; special forms of making the notification; 'notifies when improper 'access is attempted.

PATENTS: kw search US abstract & main claim 1.74-2.97 www.qpat:

-2.97 str of TITLES only: notify or notifier

-US Pat found 2.97: 5444444 Nr' of arriving delivery vehicles

-2.97 str: (notify notifier alarm) w/15 (seek react status interact determine identify notice realize catch)
. Notifier Parts:
-status: 'seeks certain events
-special forms of making the notification

OTD #1: Detail: The codes used to signify a meaning (such as a Morse code), or the displayed or audio announcement may be changed by user. Codes can be a combination of sounds, lights, audio announcements, etc - the greater the possible mix of elements, the greater the possible number of easy to remember and understand codes.
-User in any language of the programmed languages requests displayed, and verbalized audio announcements. Below are examples for the "Notifier" Part listed in the main " Parts" paper.

OTD #2: D: This part =
Notifies when: access permitted or denied (alarms/alerter); alerter; all; cart; character; %clap to control (on/off) notifier; display; entertain/md (way in which notification(s) are made); fd-hdd (memorizes notifier functions); game element; interactive; M (M decides when/how/where/why a notification can/will be made); mo; %morning; motion sounder; %mouse (notifies W5 action has been completed); mp/pp (tailor type of notification); mq (notifies when there is an mq); (status of) multi-user; osc; UIP (pi tailors the type of notification system %(w or wo help of M); printer (prints out notification); remote (controls how notifier functions); (notifier demonstrates status of) %sound analyzer/score/%speech/%sp tel/%synth/%tds/%tel communication (W5)/%tgh/%tr/%uk (W5)/%vc/visual analyzer; used in a %toy/%vr; (presence of) uq; "billing".

MODES OF NOTIFICATION:
-Flasher: each combination of flashes has different code signifying corresponding meaning, eg: Morse code.
-Audio Notifier: System tells user the status of situation by giving coded beeps, and or verbalizing the explanation of the status. User hears from system's speaker, or pager.
3A-200-042006 Unique Beeper: Now know the nature of the matter you are being beeped about.
-OSC: user can program the type of outgoing sounds or verbal commands
.-Shadow Notifier: Shadows from light designate status: can show shapes, dots, lines, numbers, letters, words, arrows...
-Light Change Notifier: The following codes also signify information: changes in colors of light (eg: laser, standard bulbs, neon, small lights on device, etc)
-Sound Type Notifier: Types of sounds, eg: different treble or base or volume; animal type (bird, dog, cat's meow, baby...). This normally needs to work with other notifier modes.
.-Jewelry Pager: pager like device which can be in form of jewelry notifies Person. Same device can be a remote control device too:

.-Silent Light Notifier: Flashing light alerts user before the sound mode activates. Doesn't disturb others. Applications: tel, doorbell, clock alarm, smoke detectors sensitive to minor kitchen or tobacco smoke.
-Announces information in any language. User programs which language. Time is given in military (eg: 23:00) or am/pm (11:00pm) time. 3A-820-042005
. Status: Alerting user if system is not being used correctly, or could lead to dangerous situation, or if danger might be at hand.

PATENTS: kw search US abstract & main claim 1.74-2.97 www.qpat:
-2.97 str of TITLES only: notify or notifier
-US Pat found 2.97: 5444444 Nr' of arriving delivery vehicles
-2.97 str: (notify notifier alarm) w/15 (seek react status interact determine identify notice realize catch)

End of Main NOTIFIER Section

File: Feature Intro / nr (notifier) CatchAttention

NOTIFIER: WAYS NOTIFIER CAN GET ATTENTION

3A590 BETTER AUDIO: allows user to hear alarm when wearing Walkman:
attach alarm device to headphone or walkman system (normal externally operated alarms are less effective when wearing headphones)
-headphone either receives code(s) from external alarm's transmitter; or amplifies all or alarm or loud sounds or sounds of certain frequencies
-during the special sound/alarm function other previously run programming might be turned off or turned down lower automatically.

++2D-170 WALKMAN'S / MOBILE TELEPHONE'S EMERGENCY NOTIFIER:
When horn blows, horn sends certain codes which are read by walkman. Walkman intern immediatly alerts user in the event the horn or other important sound needs conveyance. Alerts user whenever they are engaged or 'interacting with something, or someone via a telecommunications device; and when there is an 'osc possibility.
-tr to WA ('walk about) via: sound, rf, infrared, wire%
-D: walkman / WA ('walk about) = mic (sound analyzer) = sound = osc ('outgoing sound communicator) = analyzer (determines appropriate code for type "notification" needed) <- c = type problem / situation / emergency
-KN: see 2D-180 and 4E070 and KN (invention) in early G directory?

-Patent Search Strategy: heaphone+ and (emergenc* or notif* or alert* or warn*)
-US Pat No's: 5205291 5197098 +?4827458
-utilizes following KN: 2D-180, 2D-190.
-OTD D: U = This N (invention) Sys (headphones) ~ C ('computer) =
ACCESS (nr limited to u w (with) access); ANALYZER (which sounds need to result in nr); AP (NR Types: tel or door bell or alarm or other element rings; alarms: fire, factory related dangers, chemical leaks); CART ; M ; MIC ; MO ; MOUSE ; MULTI-USER ; NR ; osc ('outgoing sound communicator) ; PR ; PS (functions (better) in designated locations); Q (u asks sys (system) nature of the nr); R ; ROUTER (sys routes nr signals to u's headphones); SCORE (which occurrences are more important/dangerous than others = U hears/sees*/gets score, or no nr (notifier) if score is too low); SENSOR (danger, eg: fire, motion detectors); SOUND ANALYZER (2e251); STATUS (u notified when occurrence / danger is no longer a big issue (then u can return back to previous activity / work at company); U (ears of u); UIP ; UQ ; VISUAL ANALYZER ; VR* ; WA .

2B120 ALERTER:
Notifies older people of emergencies via beeps. Part of hearing aid system, or worn around neck.
-very similar to: 3A-590, 3A-600
In times of emergency, the hearing aid hears and sends alarm loud enough to get user's attention. Quite valuable. Can save a life. Turns off when deactivated by user who hears the alert, or after 10 seconds. The alarm will go on again for ten seconds up to three times unless user (who is hopefully conscious) turns it off. Type emergencies: one's elderly spouse presses their button because they are having an emergency, tel is ringing in another room or inside the house, door bell, smoke in kitchen for having forgotton food on frier, etc. Technical: device can also be worn around neck, wrist, inserted as part of watch mechanism... Device only responds to: certain wave frequencies; or certain radio transmissions acting as a radio receiver
-exists: user presses button on jewelry and device radio transmits to device which then dials out on tel to police
. Footnotes: pp; mp; all; interactive; microphone; portable; au; bp alerter; osc; vc; cp.

3C410 IMAGE EXPLAINS MEANING OF ALARM:
User programs what "images" or information is desired for each alarm setting, or type of "notification". <3>
+ "Edit" (automatically) determines what "images" / type osc ('outgoing sound communicator) is used to represent 'designated notification.
+--uip / ba= instructs 'edit on how to create= 'images.
--subtle differences in 'image are (subconsiously) noticed by user being alerted.
+ Patentability due to added dimension of information associated with "notifier". Yet is this obvious?
. Special Watch Alarm Display:
Watch "S" changes electronically according to:
type of alarm desired. Examples "go to school", season, type holiday, etc.

-A different image can be made from every hour to every day or week... System memorizes large numbers of visual displays.

*.-display can show items that need to be remembered, eg: people's birth dates; appointments; things to do

--system can just pop up such items without request, or user must request such information

*-[related to 5A-99: change the image appearing on dial face. UP characters of different races, animals, graphics, color selection for any depiction selected, plants, politicians, slogans, etc.

.-picture depicted via: lcd, vga, manual changes, etc. End of 5A-99]

-depicts sounds connected with type image

.--eg: if school closes at 3pm, user can have still or moving picture of leaving school with watch's own special "buzzer" replicating the closing of school bell...

O- Merged with no. 3C-411:

See your favorite cartoon character move while speaking the time.

.-press button then system will let user hear and see the time. The audio feature is optional.

.-time can be written in words, numbers, clock format...

.-device can design its own cartoon character

.-cartridges lets user change the type of programming: cartoons, how time is given, appointment calendar...

.-D: tds ('time date stamper) = c ((wrist) watch, clock)= s (alternatable)

OTD: "R"; "S"; pp; mp; uk; date; tds; interactive; toy; all; game; portable; bp; sp; alerter; osc; vc; egh; score; tgh; cart; md; cp; uq; uip; character.

. PATENTS: key word search of US abstracts 1977-1.97 www.qpat:

-(clock* or watch*) and alarm* and (image* or picture*) and (change* or changing or alter or alters or alternates)

--key words: notify or notifies are good, but brought 1000+ patents. Also: represent, stands for, meaning*

+ 2D-241 RING GETS LOUDER EACH SUCCEEDING RING: until tel is picked up. For normal telephones too.

-D: incoming call -> t (ring counter (tds)) -> osc (volume increaser via electronic or mechanical means).

-similar to earlier KN (invention) where alarm gets louder until its turned off. See KN in "morning" part in an IMI file.

+ NR: until u deactivates alarm = osc gets louder and louder / sound continues to change in some manner = c (pr).

-Plan on moving this to "Tel" part?

R114 WATCH VIBRATES instead of noisy audio alarm. For deaf, and radio DJ people. Aug 93 X. ACCESS **: the watch is a transmitter/*receiver; BALANCE **: based on watch's pd; CAMERA: controls camera's direction; CART *:; Display ("S"):; "M":; MORNING *:; PD:; PP/MP:; MQ/UQ *:; MULTI-USER*:;

NOTIFIER:; OSC:; PRINTER *:; REMOTE ("R"):; SCORE:; STEREO: controls stereo; TEL: controls tel/has small tel ("T") inside watch; UK:; WA.
-moved to "NR" 6.96
END OF THIS NOTIFIER FILE

File: Feature Intro / Notifier

NOTIFER * FILE

Following are Notifier Elements moved from IMI&8 2.97:

ALARM: M;-3A-362-042003 Alert Volume Increaser: When user has not responded in time, system's alert will increase in volume gradually up to a point. Then alarm will turn off, and reactivate again in ten or more minutes.

* PAGER: 3A-600-042004 Ear Alerter: Notifies person when and why they are wanted. Quiet system keeps peace for others. Also, users of hearing aids and headphones know they are being called; hears tel and doorbell, alarms.

4A-300-042005 REMOTE NOTIFIER: User's portable pager alerts when desired occurrence has taken place. Applications: Husband is driving home without wasting a tel call, telling wife when to have food ready. Notifies when any machine has accomplished task. Etc.
-system turns on when person comes within certain distance (maybe 1 meter). May or may not deactivate when person leaves the 1 meter radius.
-Remote Notifier - Location Recognizer & Activator (Branch of "Notifier")

NOTIFIED WHEN AWAY: Be notified of situation even if you aren't near the device - also acts as remote control:
4A-35-042006 Car Phone Ring Alerter: If you're out of car and tel isn't call forwarding, catch the call! Telephone transmits on radio signal to your receiver (jewelry/pager) which rings/alarms/beeps, allowing you to get to car. Radio frequency goes through walls, and works up to a distance determined by strength of transmitter.
- Receiver may have transmitting function which tells caller through your telephone: 1) "please hold, I'm coming to pick up phone", 2) to call you at the tel number you are nearest to at the time of the call, 3) answering machine/service to take a message.

% Read Later: D: This N Part (Notifier): (sys notifies (u/other sys)) =

-2E251 Intelligent Monitor: (camera moves in response, lights flash (for security guard's attention)

-3E010 Mobile Tel Location Notifier: (beeps, lights)

-3E040 3E041 Telephone Noise Canceler: (u nr (notifier) when their voice is being blocked via: incongruence in what each mic picks up, especially one u's wearing)

-4E020 Content & Date Verifier: (when registered)

-5E020 Remote Control Stick with Switch: (shows mode in which R ('remote control) is being used)

-7G050 7G051 PVC Perforations Alerter, 7G052 Flexed Level Notifier:

-"Billing"

US PATENTS [12.95 bib disk] = "NR": str: notify or notifier or alert*. US Patents: 5477635 5451934 5408518

End "NR&" File

File: Feature Intro / Order & Timing

ORDER & TIMING / O & T

Studies the pattern of event's occurrences. 'BA (Behavior Analyzer) can sometimes also be helpful in making sense of the patterns. ORDER & TIMING helps system study the overall situation. Often a 'designated order & timing of occurrences occurs, causing the system's 'designated 'reaction. Order & Timing software is usually programmed to 'react to the pattern of external events.

EXAMPLES Follow:

-'BA (Behavior Analyzer) studies the 'order & timing to conclude on nature of activity= then any 'designated 'reaction for accorded to such type of activity.

--The 'order & timing 'tracked for a break in= is matched against the 'behavioral analyzer 'db for related incidents= concluding w/ (with) a 'score for the chance of it being illegitimate, or fitting another behavioral pattern.

+ 4E020 Registrar: logs each occurrence of any event associated w/ (with) a KN.

PATTERN PREDICTOR: 'analyzes the 'order & timing of events= resulting in system's ability to: 'predict future occurrences / understand what is going on (applicable for 'BA (Behavior Analyzer), 'db development)

-Examples: 'Guides users into learning when they are most productive in 'designated tasks. Like: when they have the greatest flurry of writing (system 'tracks the number of kilobytes they type during the week). Users may realize they are more productive in the evenings when they are free from the business telephone interruptions. 'Order & Timing may also 'analyze the time (TDS) proximity to appointments and or any other digitized (and 'analyzable) activities= 'reacting in conclusions about what environmental effects help induce the behavior user wants.

. 'Designated functions on/off in 'designated manner, in 'reaction to 'designated order & timing of occurrences: access permitted; edit occurs; multi-user has system adjusted accordingly; notifier; seeks and reacts; track [studies events more carefully].

OSC – OUTGOING SOUND COMMUNICATOR

Intro: Speaker's outgoing sound communicator signals user when a function within the device occurred via: beeps, sounds, pre-recorded human speech, and music.

++ 6J070 OUTGOING SOUND ADJUSTS TO TYPE OCCURRENCE: Eases the manner in which listeners can hear. The outgoing sound process is altered to maximize comprehension. See 6J070

UIP-TAILOR OSC = Sounds are 'composed in such a way= as to facilitate more effective or specific communications.

BA = BVA: adjusts sounds to match user's behavior preferences [wo u (user) being aware of the uip-tailoring].
.--BVA: (*more sophisticated systems (which can be controlled via voice recognition / (symbolizes "and or") have uip of U) will modulate their outgoing sounds (verbal statements, *beeps) to the frequency that may better (psychologically) match U according to uip).
-sound patterns address specific people, so as not to disturb others:
.--multi-user (each user/[%separate device and or its part] has own osc's combinations of sounds unique to that particular user, so this user/device knows such communication to it is only for him/%it and in tern serves the separate particular purposes of osc's analyzer.

4A140 HEAD PHONE / OSC'S SOUND SCREENER: screens out certain outside frequencies that are unwanted, eg: high pitch, high volume. Let's one better hear desired sounds / NR's alert. One may listen or not listen to music simultaneously.
-does so (automatically) according to: uip (of "entertainment" program / u)
-Entertainment Program Screener: 9G-220: sys (electronic 'system) screens/selects (such unwanted/wanted occurrences)

MISCELLANEOUS: R223 Self-aiming "osc" rotate automatically according to the music and room size. Victor 29 July 92 JT
. Both sounds and text via osc can be altered: 'edit and 'synth can replace each other.
-when via the audio mode, the part 'synthesizer and 'edit can be inter-replaced.

2D-040 MOTION SIMULATOR: Sounds follow user's changing locations. The sounds appear to start from the front speakers, and go to the back speakers in some fashion. Makes user feel they are speeding along (the sound version of the actual visual effect).

.-the effect can be rather mild, so as not to distort the user's music too much

.-this system may or may not be mentioned in the sales literature of the product. When user actually hears, they will have the feel of motion, and prefer this to other models on the sales floor.

-some of the ways the synthesis operates:

certain parts of the music that are ideal for this sound effect, eg: the beats to the music feel like they are passing by.

+ "Track": as u (=ps) walks = motion "sensor" = "analyzer" = osc (adjusts where / how sounds are made.

.-this KN is subset of 'balancer.

C42 TEL AUDIO ADJUSTER: When the tel ("T") rings, the entertainment products being used at the time automatically lower in volume. DRAWING: C42 = tel~c~remote

GENERAL OSC =

Outgoing Sound Communicator:

.-D1: c ('computer) (sound source) = tr (transmits) = signal to sound generator = tr= speaker/*stereo

.-D2: tr/sensor/mechanical status & or trouble analyzer = signal to sound generator = speaker

.-OTD: Volume control (adjustable according to pp, mp, database & or uip; user pre-selects (%standard mode's) speaker's sound volume); *display explains why, *when, %where, %how, *what sound(s)/%speech are being, will be & or were made; pp & or mp type sounds/%speech desired according to type signal (related to: function of device, % user's action, %pi); uk; %date (signifies time, alarm with OSC); %interactive; %entertain; synth; "M" signals type osc function; + c ('computer) ['analyzer] = osc indicates -> status / (symbolizes "and or") score.

osc transmits its outgoing signals (sounds/%speech) via sound generator -> amplifier ->: speaker, tel ("T"), sp tel, tr, mo, wire transmission -- in tern such signals can be converted to a speaker on the other end, eg: sounds announce in another room 100 meters away).

.--uip-tailor's sound preference controls type sounds/%speech generated; %motion sounder;

.--cart (sound/%speech possibilities; alternative functions in device that can trigger osc function).

-%notifier; %osc receives signals initiated by air pad, remote ("R"), artist, vr & or sound analyzer; headphones *(for one or two ears, for one or more people to hear simultaneously, %or at different times)

*SPEECH = Talks to user in their language through speaker. Converts signals from user and or system to playing of pre-recorded speech and or sounds. Generated sound can be of pieces which are played back as one sound piece, or strung together by system. Example: gives instructions, or states "status".

-D: mic = sound to signal converter = computer~sound analyzer = tr (transmits) = function

.-There have been limited occasions where this "speech" Part obviously was used incorrectly in pre 1996 invention development, and where `Voice Recognizer' should have been used instead. If reader is unsure which definition applies, naturally the correct osc definition applies.

-o-VC * = Volume control: user pre-selects speaker sound volume. --D: knob/button = tr = c ('computer) (controller) = amplifier = osc

-o-the audio elements of "balance" are included.

-o-C59 Noise Buster: active noise cancellation system reduces unwanted noise, eg: traffic. Original aspects - 1: use headphones, 2: use while listening to music system/walkman. UIP/PR can also block/modulate sounds.

-o-Headphone(s): (C98 Walkman's retractable earphone cord. Sony 14 Mar 92 NK Drawing: remote/tel=C98).

-o-C102 TV transmits audio to stereos without wires. [Sony 7 Dec 92 NK].

5E080 ACOUSTICS SELF ANALYZER: Audio system adjusts itself to each situation. The stereo emits sounds differently according to the room's acoustical qualities, such as its size, and types of sound reflective materials. See it's own file.

* OSC ECTION - Maybe Less Important:

-Sound volume adjusts according to the level of (pre) existing sound level in environment from street / other electronically generated sounds (US Pat No 3298010 Voice warning (nr) system whose output volume adjusts for existing external sound)! ("Sound analyzer" determines: level/type volume/sound needed; (any) sound canceling needed.). Real US pat # very limited.

-Sub-Parts: OSC-Nr; OSC-Info; OSC-Sounds: music.

-"Edit": cuts/synth sounds.

-OTD Drawing: u (user) = This Audio related N (invention) sys (electronic 'system) ~ c ('computer) = CART (digitized sounds; audio sw); COMPOSITION (); (Audio related) EDUC (); M (db of digitized sounds); MIC (); MO (tr digitized sound); +OSC (); PR (functions of osc); PS-Zone (); Q (); R (Remote Control Stick 5E020); (Motion) SENSOR (); SOUND ANALYZER (); %SOUND VISUAL ANALYZER (); STEREO (); SYNTH (); *TDS (when certain sounds were generated; % ties in any occurrence (2E251) w (with) any sound generated (by osc)); u (user) (listener, audio composer); UIP (uip-DB ('database) of digitized sounds); UQ (); (Audio related) VR* (); WA (Audio type walkman functions).

-"Billing": for type / amount of sounds

% Exists: Moving lips speak the time. Sold via Sharper Image '94-95.

. Help for the Hearing Impaired: similar to Braille. Designated difficult sound elements are marked (nr, osc (beep, higher volume)).

-application: converts "entertainment" program; live speaking = "sound analyzer" = osc

. Access: OSC is used to elicit "designated" responses from "accessor.

OTHER:

Communicates: with person. 'Tailors form of communication as 'designated, eg: style, content, volume.

. Applications: gives verbal / beep signals conveying information to user ("score" of product at some time); entertainment (music, radio); alarm/warning (beeps/verbalized announcement).

-Sound volume adjusts according to the level of (pre) existing sound level in environment from street / other electronically generated sounds (US Pat No 3298010 Voice warning (notifier) system whose output volume adjusts for existing external sound). ("Sound analyzer" determines: level/type volume/sound needed; (any) sound canceling needed.). Real US pat # very limited.

-Sub-Parts: OSC-Notifier; OSC-Info; OSC-Sounds: music.

-"Edit": cuts/synth sounds.

-For Techies Drawing: user = This Audio related N (invention) System ~c (computer)= CART (digitized sounds; audio sw); COMPOSITION; (Audio related) EDUC; M (mainframe computer) ((db) database of digitized sounds); MIC; modem (tr digitized sound); +OSC; pr (software program) (functions of osc); PS-Zone; Q; R (Remote Control Stick 5E020); (Motion) SENSOR; SOUND ANALYZER; %SOUND VISUAL ANALYZER; STEREO; synth (sound synthesizer); *TDS (when certain sounds were generated; % ties in any occurrence (2E251) w/ (with) any sound generated (by osc)); user (listener, audio composer); adapt (uip-db (database) of digitized sounds); UQ (user asks system questions) ; (Audio related) VR* ; wa (walk about) (Audio type walkman functions).

-"Billing": for type / amount of sounds

% Exists: Moving lips speak the time. Sold via Sharper Image '94-95.

. Help for the Hearing Impaired: similar to Braille. Designated difficult sound elements are marked (notifier, osc (outgoing sound communicator) (beep, higher volume)).

-Application: converts "entertainment" program; live speaking = "sound analyzer" = osc

. Access: osc (outgoing sound communicator) is used to elicit "designated" responses from "accessor".

. The Outgoing Sound Communicator shows that status of the situation. It can also 'tailor its form of communication to better suit the users.

-Main sub-parts: 'Status; 'Tailor.

. Key Words: sound: hear, listen, speakers [omit (human) speaker]

. Other: 'Tailor: adjust, alter, 'adapt, unique (sounds). 'Communicate: imply, indicate via an audible signal. 'Status: notify, alert, alarm, score, situation, point out, (what needs) attention, occurrence, make aware.

US PATENTS: KW search US abstract & main claim 1.74-2.97 www.qpat:

-3.97 strategies: ((sound speaker) w/3 (status tailor unique)) not (person human)

--US Patents found 2.97: 4115932 teaches phonetics; 4272176 camera's osc (outgoing sound communicator) indicates 'status; 5239578 'T's noise canceler. *5592588 Method and apparatus for object-oriented digital audio signal processing using a chain of sound objects. 5451712? +5596649 Sound concentrator for selectively

collecting sound and concentrating and transmitting the collected sound - an 'improved sound concentrator'. 5379024 Pickpocket protective wallet = osc. Patent classifications include: 84/626*

END OF OSC

5

File: Category / Pet Non Pet Door / Pet Intro & General

'PET PART – GENERAL ANIMAL INVENTIONS

Table of Contents For Pet Related Inventions:

. Introduction

. Pet Door gets pets to clean their paws: see Claims for interesting features; plus a miscellaneous file in this folder.

. Parts

. Sub-Parts

. Expand

. Patents

* 3E061 Motion Tutor: 'Guides pets to improve their movements, eg: not jump up on people or tables; or bark less. Covered in our other inventions.

* 6J030-Pet. Dog House Warmer ™: Heats up in winter, and cools in summer upon animal's entry. Obvious.

. Miscellaneous:

-May have a swinging door to minimize air change.

-Door is quiet enough so pet may quietly enter/exit without causing notice. Door still allows for some air (sp animal can hear outside), and has (plastic) windows on door.

-D: Motion "sensors" detect movement/breathing/animal's warmth causing sudden change in temperature -> activates -> heater. "Sensor" detects movement -> upon animal's departure -> deactivating HVAC.

-Heat source from: electricity / solar.

+ 6J031-Pet. Dog Collar Monitor ™:

Monitors the body signals of animals. 'Seeks physical symptoms that 'analyzer 'associates with the dog's condition.

-Pet Health Tracker ™ : 'Scores the possibility of the animal having a possible health issue. It 'notifies the owner when the 'score approaches a certain point.

-'Behavior analyzer uses this Pet Feedback ™ to help determine the state of the pet's psyche at that time. Invention also draws 'associations between the body's 'scores, and behaviors that can be 'tracked by other 'sensors. E.G.: certain signals might suggest the dog is thirsty or hungry, causing the invention to 'react by dispensing water and or food.

. Dog House Monitor ™ can be more practical when a bulky collar invention, and or extra health 'tracking modes are desired.

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. 'Sensors monitor:

-breathing patterns; shivering [small vibrations show animal is cold]; excessive panting ['sound analyzer shows pet is too hot]; heart beat [via 'sound analyzer].

-'sensors can be placed on walls and floor/comforter, and or 'collar.

7J5-Pet. Flea Collar Monitor ™: Fleas Are Coaxed™ into a tiny clear compartment on the collar through creative means. For example: smells, like flea sexual odors attracting the opposite sex. Owner can now more easily check when their animal has fleas, before they continue breeding.

-Note, pets might have recently been decontaminated, and scratch themselves from the previous fleabites. A pet's scratching may not signify a flea presence, like this invention will.

-Flea compartments are easily replaced, generating extra sales revenue.

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'Sensor knows the presence of fleas by:

. Device attracts and traps fleas. This is a way of seeing if a pet / dog has caught fleas early on before major infestation of the pet and or other pets or its home. Device immediately 'notifies pet owner upon infestation.

-D: flea goes to = 'designated 'sensor = 'analyzer = 'notifier.

.-fleas may not necessarily need to be trapped, they just need to touch a 'sensor. 'Sensor knows their presence via: 'seeking any chemical or other activity of flea.

-simpler version may simply have a trap w/ clear window for user to visually check for fleas.

-owners might refrain from letting their dogs approach other dogs without such collars. The presence of such a collar may be automatically known by the owner via 'distancer 'analyzing device seeking another collar emitting via wireless information identifying their existence. Especially useful in closed communities where such devices can be recommended or required to gain effectiveness.

7J6-Pet. Clean Pet Indicator ™:

Collar shows when the dog was last washed. Can make it easier to have someone of the household know when to wash the dog. There's less need for a discussion - The Collar Shows The Dog Needs Washing ™.

. 'Sensor 'Notifies when the dog was last washed with a specific shampoo. 'Collars can be included free of charge with the dog shampoo bottle. Only one shampoo is 'associated with the 'collar's 'sensor.

. Optional Ways The Owner Can Be 'Notified It's Wash Time:

-Small electronic timer starts upon contact with a shampoo ingredient(s). Notifies When It's Time To Wash The Dog ™ via a small flashing red light. The light can be located on the 'collar, or a 'notification can be sent to the owner's computer.

-A cheaper version might just need one to activate the timer. Maybe one needs to enter a code from the shampoo bottle activating the timer – then a new 'collar will be needed and can only be obtained by getting the shampoo bottle and 'collar combo.

-General body odor 'sensor.

-Specific shampoo ingredient(s) that are odorless or unobtrusive might chemically change after a set time period, activating the sensor. This may give more accurate readings to the 'sensor.
-Odor 'sensor 'seeks body odors.
3333
-Shows when pet last bathed or when collar actually got wet. Either owner resets collar manually; or it occurs automatically.

* 3C-460-083005 Barking Warner: Sounds of barking dogs initiated by sound "sensor", doorbell, or burglar alarm. Free of maintenance. Similar patent exists.
When person enters a premise the sound recording of barking initiates, though there may be no dog. Can be activated via: person tripping laser light when entering land outside the building, or when entering at or near front door.
.-the system is such that it sounds like: the dog is coming closer (up to a point), being curtailed by someone and then taken to a more distant place...
.--done by changing volumes and or via multiple speakers
.-when system hears real dogs barking from outside the premises, its system will bark as a result. This reactionary bark recording can be of the type designed to pacify the real dog (some barking is hostile while others are just to let others know there is a dog, in a friendly manner)
.--This and other aspects create the characteristics of having real guard dogs.
.-sales literature says: have many of the advantages in having a dog, without the inconveniences
-can also make sound recordings of human voices with or without the dog barking, eg: "who is it" recorded in resident's voice. If a burglar sensor's device shows burglar is still trying to gain access, then system will later say, eg: "get out or I'll call police", and then system might actually dial the police.
-OTD: "R" (can on/off audio); combined with more complex security systems; pp; mp; uk; date; interactive; all; "mic"; bp; alerter; osc; vc; score; tgh; cp; mq; uip.
. PATENTS: key word search of US abstracts 1977-1.97 www.qpat:
-dog* and bark* and (sensor* or speaker* or doorbell*)
-very similar patent: US 4571583 Barking Dog Simulated alarm system. File 1984.

Pet Door: Reduces tracked in mud by making pet wait on brushy mat before door can be pushed open. See in "I" folder.
File: Pet / Pet Parts

Interesting Pet Parts – Short Handy Version

ANALYZER = Analyzes what pet is doing and needs. The analyzer tells the system how to 'react to the situation.

ASSOCIATE = Associating similarity levels between multiple situations. Example: the 'behavior analyzer 'predicts the pet wants to come in when the 'sensor determines the animal is just outside the door.

BA = Behavior Analyzer. Analyzes the pet's behavior

CONTENT ANALYZER ™ = Analyzes the contents of anything.

COORDINATOR = Coordinates different parts of system in working together.

DISTANCER ™ = Signals whenever any two parts separate or come together. Example: pet 'collar has a transmitter that gives access to the pet when it is within one yard (one meter) from the entrance.

EDUCATES = System educates the pet. Saves the owner's time.

EGH ™ = Education Gets Harder ™ Instructions adjust to the pet's proficiency level.

ENTERTAIN = Pet invention is also a form of entertainment. It is used as form of entertainment.

ENVIRONMENTAL PROTECTION / E.P. = Automatically adjusts pet invention to be environmentally friendly!

EXERCISE = Also used as form of exercise for the pet and or owner.

GAME = Also used as an abstract form of a pet game.

GPS = Global Positioning System determines pet's location.

GUIDE ™ = Guides pets so they can learn something.

INTERACT / INTERACTIVE = System automatically interacts with pets as programmed.

MULTI-USER ™ = System is specially designed for multiple users.

NOTIFIER ™ = Owner gets 'notified when pet needs their attention.

ORDER & TIMING ™ = System reacts to the order and timing of pet's behavior.

OSC = Outgoing Sound Communicator. Speakers emit sounds.

PREDICT ™ = System predicts how pet will behave. Based on how 'behavior analyzer studied pet's behavior history.

REACT ™= System reacts to occurrence as programmed.

SCORE = The status of pet's performance.

SENSOR = Sensor. Senses pet's behavior via many means. Sensors are the 'analyzer's eyes and ears.

SEEK & REACT ™ = System seeks designated pet behaviors, which intern causes an automatic reaction.

SOUND ANALYZER ™ = Analyzes type sound. Distinguishes between different dogs by their barks. It can 'score a dog's bark based on a criteria like dogs anger or happiness.

TAG ™ = It tags then 'tracks the pets geographical movements.

TAILOR = System tailors itself to better function for designated purposes.

TRACK = Sys tracks or monitors actions of user, or system.

TRANSMITTED = Electronic signals send wirelessly or otherwise via hundreds of possible means.

UIP ™ = User Information Programming ™. System uses collected information about the pet's or user's needs. It then better serves them by better 'tailoring itself to the situation.

VIBRATION = Vibration generated by device 'communicates with the pet. Pet can also be 'communicated with by other means like the Outgoing Sound Communicator.

VISUAL ANALYZER ™ * = Determines changes in the pet's behavior via the camera.

W5 = When / Where / How / Why / What. Example: The pet's 'behavior analyzer determines when, where and why it barked.

ZONE = A certain area with defined boundaries.

For Details See Detailed Parts File and their Related Files

File: Pet / Sub-Parts

FUN PET PARTS

Introduction:
Pets and owners want to enjoy finding ways to get along and be happy together. The patent pending pet inventions help teach pets better behavior. They monitor and reinforce their good behavior. The automated features give owners more time to pursue personal hobbies, etc.

Pets Learn To Understand Basic Communication Signals:
. Each distinctive sound is inaudible to the human ear, but dogs can better distinguish their unique sounds, than human voices which can be harder for pets to decipher.
. Dogs correlated each sound by what happens when they hear it. There are thousands of possible examples. Sound "A" is heard when action "#1" occurs. Designated sounds are emitted again, each time the correlated actions occur. Example actions:
-Sound "A" occurs when dog is made to feel good, e.g.: praise, or getting a nice treat.
-Sound "B" occurs when dog learns to fetch.
. Pets prefer receiving communication by sounds, than receiving mild electric shocks as punishment. Use your creative thinking to imagine new ways of creating happier pets and owners..!

More:
. Your unbounded creativity might be better inspired by imagining a Super Dog you wish to play with. It's a dog you've yet to meet..!
. Inventions can work for all pets, but are better for clever dog species that are eager to learn.

Interesting Parts Follow
Ride Your Imagination..!

'BEHAVIOR ANALYZER / BA =.
Inventions creatively 'tailor themselves to a pet's unique behavior. It does this by first 'analyzing the pet's behavior patterns. Next the software 'scores how good or bad a pet's behavior is based on what the pet's owner wants. The 'behavior analyzer has a wide creative range of 'sensors that observe the pet's actions.

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Studies behavior of animals / relationship between their behaviors w= their medical "status". Uses 'behavioral analysis as a form of 'Pet-Education.

'COLLAR =

The loose enough collar, can be attached to any wide assortment of miniaturized pet inventions..!

A 'collared invention will help 'educate pets to practice good behaviors.. Pet Control Implant ™: All or part of invention can implant into the pet's body [just under the skin]. At least the 'sensor, rewarding, and or punishing parts of the inventions would be implanted. The implant communicates with the other parts attached to the body's exterior, or communicates with parts located elsewhere outside [in the house].

. Also see applications in Game-Collar sub-part: with uses in real life and video games.

'COMMUNICATOR / OSC (Outgoing Sound Communicator) =

Pet Communicator ™. Communicates with pets via audio, electronic signals, food, smells, etc. The communicator usually instructs the pets on what to do.

Some Of The Creative Ways A Pet Collar Communicates With The Pet:

Pet is trained to recognize sounds or other signals, sent by the owner or via automatic 'reaction methods.

. Optional Benefits:

-Gain better control over the pet, e.g. when pet is outside hearing range of owner's voice.

-Pet Controller ™ has preset menu including: pre-recorded sounds, human voices, vibrations, smells (of food, sex, or anything pet is trained to respond to). There are even prerecorded dogs sounds uploaded from the software program, that are designed to be easily understood by the pet.

-Owner wirelessly transmits specific sounds to the pet at any varying distance.

-It's a fact, animals better differentiate between Specialized Sounds For Pets ™, than common words spoken in a human language. The invention 'educates pets to correlate specific sounds to different things the owner habitually conveys. Inventions is also ideal for the speech impaired. The audio transmitter is attached to the 'collar. The 'collar's 'communicator is activated by:

-'Behavior analyzer might realize the pet needs being communicated with. For example its pet mate just came home, and it's time to play..! This was 'analyzed by the invention's 'GPS function knowing the pets are coming closer, but haven't come close enough to know the other is nearby. It's been two hours since they could play. In 'reaction to the first dog's arrival, the invention transmits a signal to the other dog. This results in the sound for "come home" to the pet that would enjoy playing.

. Creative forms of 'communication the Collar Emits ™ might include: "come here", "fetch", "get newspaper", "food is ready", "want to play with a toy?". Let your imagination take flight in guessing the galore of options..!

Each family owner's remote control might have a slight variety in the sound (like a personalized accent), so dog knows which family member is communicating with them. See related 7G020 invention.

. Option: pre-recorded owner's Voice Is Emitted By The Collar ™

. Expansion Ideas:

-Imagine a list of interesting tasks people could like their dog, cat or even a fun miniature pig learn to do..!

* A6-12-Pet-Comm. Mating Caller ™

Has pre-programmed sounds to entice animal's interest. Speaks in their language that you are friendly and eager to meet. Make mating calls with birds, frogs, crickets, cats, dogs, other little furry animals.

Option: program type animal and or purpose

Option: Recorder Playback: When traveling to exotic lands and or if you don't know type bird, monkey, etc. machine records their voice and amplifies it back to them. Directional "mic" primarily picks up the distant sounds coming from pointed source.

-Underwater version for fish, and mammal dolphins.

-Pet Communicator: Interact with your home pet(s) to new heights!

Perhaps certain pets to date less popular in the home will respond well enhancing their popularity as pets.

-Trademarks: Animal Caller, Animal Speak, Animal Talk, Bird Caller, Pet Communicator.

"Compose": OSC for animals can also couple as a Musical instrument mixing different sounds. Sounds can be built into machine with other musical creating sounds, or be an option added to a musical machine.

A1-110-Pet-Comm. Animal Communicator ™

communicates in animal sounds which create specifically desired effects in animals. For example it can cause a security animal to stop barking or to become aggressive if danger is perceived by the person controlling the machine. Teach birds to talk, sing. It can induce animals to be less or more hungry, feel less lonely, bored, tired, timid, aggressive, snappy and unfriendly. Use just for fun. Animal Fun, Animal Talker, Talk Man, Talkie Talkie. Induce or reduce sexual behavior.

** B7-010-Pet-Comm. Electronic Dog Whistle ™: only dogs can hear it.

-Press button, and dog or other animal comes from the garden. Save yourself the trouble of going outside to yell for, or blow whistle for dog.

-Device can be used for communicating with other animals:

--caged animals for laboratories studying animal behavior, eg: certain sounds tell them it is feeding time and or bring animal to certain place, etc.

-receiver with its speaker can also be worn by animal. Call animal where ever in cage, garden, or wild it is!

-can operate with transmitter which is a "R" control device

-transmitter has choices for different types of sounds: sounds can be recorded by manufacturer; recorded by user

*

-"distancer": "S" shows how far animal is away from transmitter (can also show if animal is coming closer, farther

-Can use more manual methods from the owner's 'remote control device.

-More TM: Pet Owner's Voice Transmitter ™

-'Collar invention's designated communication can be triggered by any event, e.g.: clock informing pet that it's time to come home

--'Notifies pet to avoid designated dangers picked up by a 'sensor or 'sound analyzer. E.G.: car traffic sounds, or dog fights sends warning signals to pet. Invention might 'guide pet to either calm down a bit, return home, etc.

-Owner can avoid having to raise their voice.

. Training pet: give food rewards when pet obeys voice signals. Sounds from the 'collar's 'OSC (outgoing sound communicator) may broadcast while owner is in the vicinity. Greater distance between the dog and owner is created through the pet's learning process.

-Above was 7G020-Pet, and 9G160-Pet. Our other inventions expand upon this basic idea in specific ways, hence 7G020 is an introduction to related inventions using the 7G020 concept.

-'UIP: system 'seeks & 'reacts as 'designated.

-Applications: when dog is missing / not visible, owner can call pet (dog, cat, etc); when animal is bad, owner can release painful (piercing / humanly inaudible) sounds/verbal commands - such outgoing sounds (osc) are picked up from owner's (u) microphone / owner controls their r to play pre-recorded sounds on / in (ear) pet (collar)

-owner can send other stimuli to animal / human via r: pleasing/unpleasing electrical / vibrational modes.

--rc on organism can be planted in/on head or any body part.

-el response unit: relays owner's voice / owner's signal

+-via "locator" sys tells u where organism is.

-D: owner (u) = r (s, k, mic, pr) = air wave tr (radio waves) = rc = c = osc / el pulse generator -> generation / vibrator -> vibration / odor emitter / tightening of collar *.

* Repeated info: 9G160 Related Invention - Transmit verbal messages to pet at distant location via remote control to pet's collar. Dog may be trained for listening to collar's speaker. Helps fetch dog when they are beyond calling distance, or owner chooses not to yell. Dog requires training to use system.

** 9G160. OTD:

-Most of 9G160 was moved to 7G020. The invention number was dememphasized, and became part of the 'Pet-Communicate sub-part in 9/2006.

-Owner might be monitoring the [house] via security/'access system, and quits the dog if they don't see a problem. Helps keep happier neighbors from complaining about noise pollution.

-[Personal] computer creates, 'edits and stores the sounds, along with knowing when and why a Collar Should Emit A Sound ™. Works with [universal] remote controls, that can be programmed by connecting it up with the computer [via infrared signals].
-useful with multiple pets, since both hear same whistle and may learn same responses. Each dog might even have different sound mode getting them to do something.
-Type id: R232
-El response unit: relays owner's voice / owner's signal: R233
-D: human u = mic/k = tr = rc = osc / c (memory of sounds)

'CONTROL = Owner 'controls the pet via electronic signals. Signals include: 'Outgoing Sound Communicator ™, Vibrations, etc.

'EDUCATIONAL = Electronic Pet Training Systems. The repetitive training supported by positive and negative feedback saves the pet owner's time.

** B7-060-Pet-Ed. Dog Restrainer ™ Easily keep your dog from pulling on its leash. Transmitter reduces dog's aggression. Have and afraid your grandmother, daughter or young son won't be able to control it should it see another female dog, give them the pet smell to take along and turn on when necessary. The smell and or sounds are designed to make the dog (or other animal*) more controllable. Control them to: come and sniff the device with the smell (and or sound*) (taking them away from, eg: the female dog in heat [time when ready to have sex with boy dogs]*)
-need scientific studies that show: a male dog can be attracted away from a female dog by smelling something in owner's hand, eg: meat smell (not real meat), sounds, etc. Or at least that this will make a big difference in controlling a male dog in this situation.
-can also deter animals with particular sound frequencies that may or may not be audible to humans.
Footnotes*:
-* Makes sound and smells to excite the lonely cat, dog, bird.
-* Option: more expensive models can even respond by sound or smell to pet's sound or vibration against machine.
-* Technical: works better with cat and dog sounds and smell interactions.
-* Advertising: "low on animal biscuits?", or "pet on diet?", then teach them tricks by instead offering Pet Smells! Guaranteed to wag your pet's tail!
-OTD: All; "R"; pp; mp; uk; user behavior [ba]; educ; toy; game; entertainment; portable; sst; m; bp; alerter; osc; vc; score; tgh; teach; cart (smells, sounds); cm; uip.
-see: B7-011

* B7-011-Pet-Ed. Canine Aggression Trainer ™: Teaches quite dogs to bark. Modifies other behaviors.
-Dog's Alerter: device transmits sound in frequency audible only to dog (not humans) and induces them to bark.
-helps train dogs, also gets dog's action if they are either unaware of problem (eg: they don't sense that a person is someone dog owner doesn't like - owner can secretly press button)
.-activated by "R" control
.-receiver's speaker is placed on dog's collar; or around dwelling and nearby areas outside
.-other frequencies can silence the dog, cat, bird or other animals (if such frequencies are unknown by scientists, then consider giving product a recording device which lets user record such sounds) - however we do need to know the type of sound that induces barking (visit the library, speak with many veterinarians, and if you try hard enough, the interesting information might be gotten).
-same device can give sounds to do the following: induce animal to come; give them pleasure
-sounds can distract animals
-(dont translate: this product includes description from #6B-05).
. Teaches animal to be more / less (by 'designated level): aggressive or the opposite, eg: not barking; follow owner, eg: not pull as much on leash; sit; wait; be friendly (to 'designated person); otherwise cooperative; induce animal to come; give pleasure; sounds can distract animals from: [destructive] behavior they were doing earlier; bark, play, sleep, sexually [not] mate, be more or less friendly.
-OSC device transmits sound [osc] in frequency audible only to dog (not humans) and induces them to: modify their behavior. Valuable in that this: doesn't disturb people; [certain] people should not know a behavior system [for animals] is in operation.
.-(includes description from 6B-050, B7060)
-stimuli to animal includes any kn stimuli, eg: electric shock, food bribes (Pavlov's experiments), positive / negative stimuli sent to animal (brain / ears).
-'ba determines animal's past / current behavioral patterns= intern suggests / 'educates animal or user.
Examples:
--what (sounds) had 'designated behavioral 'reactions in animal
--ba-db: shows what options appear to work best, that is the menu shows which behaviors animal is more likely to take on after pressing the correct K= which represents the corresponding stimuli to the animal.
.--otd: db-tailor = ba-tailor; access [animal's correct behavior gives them any reward that makes them happy, eg: food, positive fq stimulation; lack of access results in opposite (punishment)].

OTD: user programs device to emit the type sound frequencies dog appearst to react best to.

All; "R"; "S"; pp; mp; uk; date (recording certain past behaviors); interactive; educ; toy; game; entertainment; excercise (causes animals to exercise, e.g.: to get food); portable; iq; mfh; bp; sp; alerter; osc; vc; score; teach; cart; cp; access; uip. See related 1C-121 in Pet Sub-Part file.

* <4, 3, $?> 3C070-Pet-Ed. Stray Pet Repeller ™ Cats and dogs can keep away animals of the other sex via special air wave and or chemical emissions.

When your female cat or dog, etc goes outside this device will: deter away male dogs or make the female less interested in males of their species. Issue what odor will pet carry that will repel other animals, but not abuse the pet emitting the odor?

. this might be done by:

--device giving off a smell (eg: put on animal's collar).

.--dietary supplement (not an electronic product)

--device giving out sounds not easily audible to humans (yet doesn't make animals which hear this too crazy

-objective: designed strictly to reduce behavior related to aggression or sexual interest; or simply to repel pests.

-pests include: all (common) pets; wild & stray animals; (flying) insects, eg: flies and mosquitoes.

.-scientific studies needed to show maximum effective methods and safety to human and non human organisms needing protection.

..-other means are used to deter dog: mild electric shock (need some access to animal through fur so: owner cuts some fur off on bottom of neck, or a metal piece is bent to constantly touch the skin surface...). See older KN,

-repellant might also be attached to their collar.

.--should they be in back yard, needing to keep out any male animals sneaking into garden.

+-may be portable device used by people they carry to keep animals away too

-exists: products to keep animals in, like electronic fences.

-use same idea to keep animal in, as well

-D: odor container = odor dispenser = (= el controlled dissension = c = locator~uip~ = dispenses when in contact w or near designated animals/people/w5 designated situations (eg: 9am and 5pm; when security sys is in alarm mode).

-Footnotes: "R"; mp; all; exercise walking the dog; portable; sst; bp; alerter; osc; vc; tgh; m; cart; cp; uip.

. PATENTS: key word search of US abstracts 1977-1.97 www.qpat:

-(pet* animal*) and (deter or deters deterring or ?(scares off) or repel) and (sound* or emission* or emit* or collar* or sex*)

-this is a crowded field of patents.

-US Patents: 4780706 Mat when stepped on makes deterring sound; 5103769 5214411 4969418 4097607 4890580 440725 4763604 4748938 5529019

7J4-Pet-Ed (invention number). Community Bark Restrainer ™ (invention name).

Invention reduces noise pollution. It helps refrain barking between known dogs. Dogs in a neighborhood, or residential community might all wear the 'collared invention. Barking dogs receive signals from the 'collar, whenever they enter the same 'zone as another barking dog. The mild signals help 'educate pets not to bark at each other.

. Function: The 'distancer ™ automatically knows when any two or more special 'collars are within range. Mild discomfort is given to the dog when a. the 'collar's 'sound analyzer ™ hears barking, and also when b. the wireless 'distancer ™ says it is near another barking dog. A nearby barking dog not wearing a collar tied to the system will trigger the 'sound analyzer ™, but nothing happens, as the 'distancer ™ doesn't recognize the other dog.

. Miscellaneous:

-Can help inhibit aggressive dogs, as they usually bark when approaching each other. Pet can be 'educated to refrain themselves from dogs that bark at it.

-The quite dog goes without receiving a signal. The greater the distance between dogs, the greater the difference in decibels from barking are needed to avoid getting a signal.

. Expansion Ideas:

-Invention ties in with what other types of Bark Restrainers ™. Currently exists: disturbing sound inaudible to humans is sent whenever your or a neighbor's dog barks for too long.

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-Option: Only one or more dogs in any type of 'zone would have their barks restrained [after a set number of seconds], allowing at least one dog to bark [somewhat freely] for a designated time period.

-If multiple dogs are in the same family: invention would not refrain all the dogs from barking at the same time. This is because the dogs have a good reason to be barking. The invention 'tags dogs that bark at each other.

-In 'reaction to designated pet behavior, the Collar Emits ™: minor electrical shocks, good or bad odors, or 'vibrations.

-More Trademarks: Neighborhood Bark Restrainer ™. It's Easier To Walk Your Dog ™

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-Diagram: shock given to pet (when it doesn't respond properly) = collar's wire(s) touch skin of dog (thick wires bend down through fur - small ball on end touches skin) = collar (or other existing collars giving pets shock). This also liked by pet owner who gets frustrated with pet.

++ $$ 9G170-Pet-Ed. Pet Signal Trainer ™:

Invention automatically delivers to pet positive or negative signals to reinforce good behavior. The pet behavior analyzer knows when the pet is practicing good or bad behavior.

. Types of Signals:

-Collar Food Dispenser ™ gives rewards.

-Pet is 'educated to associate certain sounds, 'vibrations, and or odors as a praise or scolding. Signals associated with good or bad behavior are given (by the owner, or by automated means) at the time the pet is rewarded (such as with a cookie), or when verbally scolded. Later those signals are experienced as positive or negative, with or without a cookie or scolding.

-Last option if other Pet Signals ™ don't work: unpleasant sound frequencies; or mild electric shock; or unpleasant odors in too small a quantity to be smelled by humans.

. Miscellaneous:

-'Education Gets Harder ™: Amount or intensity of signal can be set to increase until the pet reacts accordingly.

-User Information Programming ™ tailors its 'guidance to what the pet already knows, and needs to learn next. The 'Education Gets Harder as the lessons proceed. Pet Behavior Analyzer ™ gets input from its Pet Sensors ™ and owner's input, then 'tailors the 'guided 'education accordingly.

-Remote Control Pet Scolder ™: A scolding directly from the owner, can harm the important relationship between the pet and its owner. It can be better for negative feedback to come from a neutral invention.

. Expansion Ideas:

-Affordable and expensive versions with more options.

-Pet Trainer For Physically Impaired ™. How sight impaired, or wheel chair bound people can train and communicate with their pet(s).

-Ways to sooth and comfort pets for good behaviors.

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Teaches animal to behave via giving positive and negative stimuli when animal exhibits positive or negative behaviors. Eg: give negative energy (electric shock) when dog is too aggressive. Positive stimuli: soothing sounds.

Patentable? - sw aty.

-exists?: owner decides to activate shock.. Part of 9G160.

.-exists? negative shock to dog when doesn't stop barking w/in certain time parameter. Probably have this N in paper files.

.-Unpleasant / *pleasant sensations given to animal according to Paslov's positive / negative reinforcement.

-tr/rc units placed attached throughout dog:

.--ears / head / nose / neck / upper spine locations down to and including tail / paws / under side areas.

o-example applications:

-1] owner commands dog to sit, play, roll, fetch... in certain manner -> owner k into r type action required by pet -> r rc's from pet's tr position of pet's body parts vis a vis its other parts in tern r knows pet's action (eg: is it sitting or walking) -> if dog is good -> no or positive sensation from unit on pet / if dog bad, shock sensation to pet.

--sys judges dog's actions and location via "distancer" sys utilized by each unit on pet and in owner's r.

-2] use application #1] for analyzing animal / human / *organism (insect, micro organism) behavior.

-advantage: bad for owners to punish pets with their hands, intern causing pets to mistrust their owners.

-this invention appears related to many other 'pet inventions.

-'Guides pet [via 'TGH].

-For multiple pets in vicinity on same/similar training program/invention: 'multi-user automatically knows more than one pet is nearby ['distancer/'ps] and how to tailor itself to each pet. Signals to/from one pet, aren't confused with other pets, e.g.: odor releasing and sound stimuli isn't used.

++ 5J041-Pet-Ed. Teach Pets Not To Annoy You For Food ™

Pet Signals ™ are transmitted before feeding time. Pets is 'educated to associate the signal's presence with expecting food. Over time, pets can learn that coaxing the owner for food is pointless until after the signals started. Pets that still coax their owners can be less insistent. Pets Can Learn Not To Annoy Owners For Food ™.

-Pet Signal Timing ™ is triggered by the person when they are later feeding. Clock controls the pet signals when the automated pet food feeder is activated.

-'Order & Timing: Pet Signal Patterns ™: multiple signals of the same or different type, can be more effective when they are 'transmitted chronologically in the same pattern each feeding time. A window of time between the first signal and feeding, lets pets go to their owners before feeding time.

-Extra feeding times can be adopted, so pet is less likely to associate the time of day with feeding time.

-TM: Helps owners Stop Feeding Pets From The Table ™. Get More Peace Before Pet's Feeding Time ™. Don't Let The Pet Dictate When It Can Eat ™. Pet Weight Control System ™

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. Variations in the Pet Signal Patterns ™ can symbolize different scenarios for the pet.

-One sound pattern shows feeding time is approaching, but don't expect the owner to be there, as the automated food dispenser is going into operation - resulting in the pet feeling less removed from their owner.

Smells are emitted to effect 'designated behaviors. Teaches pets not to bother owners for food until after the smell is emitted once or twice a day.

-different Pet Signals ™ include: certain lights going on (or off); or any other changes in the environment that can be controlled via [home] automation.

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-very related to a product in the "A" file which also functions as a device attracting animals by making mating calls

-OTD: user programs device to emit the type sound frequencies dog appears to react best to.

All; "R"; "S"; pp; mp; uk; date (recording certain past behaviors); interactive; educ; toy; game; entertainment; exercise (causes animals to exercise, eg: to get food); portable; "M"; bp; sp; alerter; osc; vc; score; teach; cart; cp; access; uip.

.-tired of cat meowing for food? By the type smell, cat knows when it has a chance of getting food. Owner trains cat by ignoring all meows except at the anointed hour.

-Other ways of training animals on time of day: light level (control lamp); osc (of "designated" sounds most likely to effect pet).

--motivate [non] sexual behavior. Such as to [de] attract.

-Type and degree of smell altered according to: other smells such as organism's odors [as determined by smell 'analyzer/motivator]; degree of desired behavior change; distance organism is from smell source.

. Somewhat reworded:

Teaches animals designated behavior responses or actions according to time of day. Examples: when its time to be fed, as pets can be extremely pushy and may operate from learned behavior that gives them food based on their aggressiveness. Should a smell be required before hand, then the pet will realize that their aggressiveness gives them no food. The master still provides the food after the smell has been emitted, so the pets remember who is really taking care of them. The smell may also remind the master that it is feeding time.

. should master not be home, the device feeds food 15 minutes after the anointed hour. Stand alone automated food feeding devices exist.

. only small amounts of odor are needed to be smelled by animals. This allows a small quantity of odor supply to last for years. Should low volume odors be emitted, the owner can be 'notified by sound [osc]. The 'osc can couple with the odor release to train the pets via two modes occuring simultaneously.

. TM: Smell Triggered Pet Training Device ™, Interactive Smell Behavior Motivator ™.

-5J041 and 5J0411 are related

'ENTERTAIN = Electronically driven 'entertainment for the pet and or its owner.

* 5J0412-Pet-Enter. Entertainment Becomes More Realistic By Emitting Corresponding Smells ™

. Pet Toy Odor Emitter ™ creates a bigger impact with the pet. Odor might be emitted when the Toy Vibration Sensor ™ determines it is being played with.

-Different smells can emanate according to when and how [W5] it is played with.

-Invention 'tailors its functions for the user, pet and or application.

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. See related 5J041: Movie Smell Emitter ™: Odors and other stimuli are emitted for people according to any criteria.

'ENVIRONMENTAL PROTECTION / EP =

Environmental Protection Collar ™ monitors pet behavior. It 'analyzes the pet's behavior, then 'guides it to learn better behavior. More ideas are needed to make this work.

. Examples of Pet Behavior Controls ™:

-Helps refrain pets from hunting or scaring endangered wild life [that flies into their backyard].

-Changes in pet's blood chemistry with any other 'associated body functions that occur when it practices designated environmentally unfriendly behavior. Patent protection is sought as veterinarians may provide better clues on body's internal mechanisms tied to behaviors in the future.

-'Analyzers and 'Sensors: 'sound analyzer, 'visual analyzer, 'behavior analyzer.

-Pet Environmental Protection Implant ™ monitors via 'sensors in/outside the pet's body.

'GPS =

Pet GPS ™ 'tracks its changing locations, and 'reacts accordingly.

7J-07-Pet-GPS. Pet GPS Guide ™

Automatically 'guides dogs where to walk.

-Call Your Pet Home ™: pet gets 'communication to return home, when owner presses a button. Invention gives positive and negative signals based on the direction the dog is walking.

-Path 'Guide: stay on a narrow path so as not to wander into 'undesignated area. The further from the path, the greater the mild shock given to dog.

. Underground wire may 'designate the desired boundaries (exists without GPS). Such wiring used for the perimeter of a yard without a fence; this warns dog with a mild signal should they approach the wire.

-should dog cross path any way [such as male pursuing a female dog], the dog can return back home over the wire without punishment, since upon existing, the 'punishment mode is deactivated until the dog gets within the 'zone again.

-Pet Path Teacher ™: Can teach a pet to repeatedly travel via a same route by sending positive signals, maybe when they are within 5 degrees of the correct direction. Dog could be a courier of sorts, such as on large construction sites, or where roads aren't built in environmentally sensitive 'zones.

-'Game for people based on general idea. Directional Signal Game ™: it gives "green" signal when a person is getting closer, and "red" when walking in some undesirable direction. Winner is the person who gets to the destination first.

-Paths can be 'guided to go straight, crooked, semi-circular, etc. 'Guides around large obstacles based on the GPS' satellite 'visual analyzer ™.

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-positive transmissions are given when pet is walking within 15 degrees of the correct path, and negative signals are given if they walk more than 25 degrees off the designated path.

-Our different pet related inventions are ideal for dogs like a smart German Sheppard. Might also work with cats, water creatures like: dolphins, cows, pigs, lamb, goats, birds, *reptiles, *worms, etc.

. Expansion Ideas:

-Inventions that 'tailor themselves to designated needs.

-While a list of sound types, smells and other signals via the collar could be obvious; situations that will trigger automated reactions can be explored. Under what circumstances might a pet be asked to take a path, or deviate from the one they are on?

. Movement Controller ™:

-upon system identifying movement of person and or animal in unwanted 'zones it emits unpleasant sound(s) in and or out of the human's range (latter is preferred) of hearing in order to deter the current and or future repetitions of entry (psychological molding as well)

-perhaps certain size animals are wanted to be kept out of a section of an open zoo (one without walls)

-teaching pets where not to go, what not to do: e.g., avoid certain sections of house, garden; don't run out front door...

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. Pet-GPS-Zone = confinement animals; 'tracks their movements. US Patents: +5460124 Receiver for an electronic animal confinement system. [This is an interference my KN # 1C-120 & 1C121]. Their patent issued Oct 24, 1995. We first filed our application 10/1993 but it lapsed. +5408956 Method and apparatus for controlling animals with electronic fencing. Issued 4.95. Old number 1C-121. Pet GPS Guide ™:

-The system's 'tds may automatically activate the 'notification to the dog [if owner fails to call pet back w/in the 'designated time frame].

-Owner and or automated analyzer can monitor the pet's changing locations, and react accordingly.

-landowners wanting to keep wrong people off territory, user can have remote ("R") control or other device to deactivate system when they are in the this "unwanted zone"; governments, companies, etc which want to inhibit though not restrict unwanted beings from zones; keep land free of many animals or people from trampling for biological reasons; get animals away considering the disadvantages of fences

. Inhibit animal behavior with functions of 1C-120.

-Ap: controlling: pigeons and other unwanted birds in the city, farm, etc; the direction in which animals are induced to go or not go, stay, not stay; rats and other rodents; make pet birds reduce their vocal sounds

Footnotes: remote ("R"); display (shows type of sound by decibels, etc); pp; mp; uk; all; "mic"; portable; bp; alerter; osc; vc; score; tgh (makes sounds to drown out type of bad noise); cart; cp; uq; uip.

-US Patents: +5460124 Receiver for an electronic animal confinement system. [This is an interference my KN # 1C-120 & 1C121]. Their patent issued Oct 24, 1995. KN filed 10.93.

3C-040 Opens pet door for dog or cat seeking in/out to/from garden. Or system might simply respond to animal's bark or meow or scratch or push. System might also not allow operation at certain hours...

'GUIDE = Beckons animals to do something, endure the boredom of staying put, or go somewhere.

Examples:

-The 'behavior analyzer studies the pet's behavior, then induces it to behave in a different more desirable way.

-Pet Collar Inducer ™ emits: signals or odors punishing bad behavior while rewarding good behavior.

-Give pets what they want. E.G.: Food; or Signals the pet that their owner who they [hopefully] cherish, is available or wants the pet to come.

-greatly relies on 'Pet-Educational (another sub-part) functions

'SEEK & REACT =

Friendly Dog Encounter ™: The invention's signal tells the dog that the new person is a good one who might give a cookie. This saves much time and embarrassment. The dog's 'collar 'seeks a positive signal. The invention 'reacts to a good signal by 'communicating a Friendly Signal ™ to the dog.

-Only the owner knows and can change what signals transmitted by the visitor to the pet's 'collar, will 'communicate to the dog, that the encounter is a friendly one.

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Collar 'seeks 'frequency emission from 'designated people wearing a 'transmitter. Tells dog that such people new for dog are friendly.

-to keep fraudulent people from abusing the system each system functions on different codes. Signals have 'access passwords that can be changed [by the owner].

-D: person = transmitter = collar's receiver = notification [that collar recognizes such wearer].

* General Background Info On 'Pet Inventions:

Ways of modifying the behavior of, and or communicating with pets, animals. Many 'guide animals to practice desired behaviors.

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Key Words:

-Teach: train, instruct, 'educate, show

-Modify: alter, change, see teach section influence control induce reduce accentuate

-Pet: animal, dog, cat, bird

-'Interact: UIP-Tailor

-Behavior: behave bark meow cry howl sing [bird] sound psychology

Diagram: Animal = 'sensors / osc / functions interfacing or 'interacting w animal = 'Computer [teaches / modifies behavior / uip-tailor] = possible human controller

-Str #1: searched TITLES 2.97 on qpat: (dog cat pet) and (modify alter, change, see teach section influence control induce reduce accentuate teach train, instruct, 'educate, show behave bark meow cry howl sing sound electr* system computer software program)

-Str #2:

(dog pet *animal cat) and (behavior behave bark sound command) and (modify change alter influence control induce reduce accentuate)

--NO SEARCH DONE

-OTD D: U = 'Pet ~ C = ACCESS [animal can activate 'designated features via: how their behavior matches the parameters of ba's 'sw 'program] // ANALYZER [determines w5 system should 'react (to animal)] // BA

[studies animal's behavior] // EDUC [teaches animals: new behavior, warns or punishes against 'designated behavior] // MULTI-USER [each pet / user* has own 'programmed desired behaviors or 'reactions from animals] // NR [warns or punishes pets] // OSC [] // PR [] // SCORE [accumulates the animals number of good or bad behaviors] // SEEKS & REACTS [to animal's behavior] // SENSOR [placed upon animal. 'Seeks animal's: noise (+sound analyzer), heart beat (showing excitement or stress), blood analysis and how it correlates w/ animal behavior or *health, being awake or asleep] // TDS [] // TRACK [] // UIP [induces animals into behavior= system has determined is what 'user/owner wants from animal].

'Pet inventions and parts apply especially to pets and animals that can be domesticated. Has applications for people, eg: disorderly children, or mentally impaired adults. Also works with any other [moving] organism, and even 'robots which have 'sensors / can 'educate themselves [based on the signals/feedback from the 'pet inventions].

END OF 'PET SUB-PARTS

File: Pet / Pet Door Notes *

VERY ROUGH DRAFT PET DOOR NOTES. SEE THE UPDATES IN LATER PUBLICATIONS. Codes & Abbreviations Used Probably Don't Apply To Our Glossaries.

'Visual analyzer / Motion 'sensor determines if/when a pet is in the right position for the cleaning process to start/continue and or end.

Movable Astroturf Cleaning Option: {Some Type Of Subject Heading Here}. Clean Paw Pet Doormat with Astroturf, or a latch-hooked rug. The carpeting is built onto circles e.g. 3cm (1/2') in diameter. The circles can turn slowly, to wipe the paws.

. The dog 'accesses a ramp. The Ramp aims up towards the top of a 'Dog Flap.' The ramp blocks 'access.

-When the Dog gets closer to the house, his weight can cause the ramp to lift at the back. The ramp becomes horizontal, and is now a flat platform, extending out from the top of the 'Dog Flap'.

--Or the dog simply climbs onto a flat platform in the first place. (i.e. no ramp).

-Air can be released, due to the weight of the dog. The released air causes the platform to slowly descend.

-While the platform descends, the 'spinning-wheel carpeting' starts to work.

--Spinning mechanism runs on the release of compressed air, or by battery.

-As the platform descends, it slides over a latch on the 'Dog Flap.' Once the flap is 'unlocked' the dog may enter.

--Alternatively, the flap remains unlocked and the dog may enter, as soon the platform is low enough, so that it is no longer blocking the door.

--The platform lifts and fills with air, only when the dog walks on it when he exits the house.

. An Astroturf or carpeted 'combination lock ('access)'. The flap is actually in the shape of a wheel (we see part of the circle sticking out of the house, like the spinning wheel on The Price is Right [TV show in US]).

-There are two (or three) carpeted circles side by side.

-The pet has to slide the wheels downwards with her paws. This is how she wipes her feet.

--There is also a carpet in front of the pet flap, to clean the back feet.

-When the wheels have been turned maybe 180 degrees, the door is open for 'access.

--The wheel could also be non-circular, (like the wheels of a tank).

--Turning the wheels could produce a sound ['outgoing sound communicator] (music, or meows).

. A carpet can be made from a clear plastic Astroturf.

-The pet can see light beneath the mat, which moves around. The [Cat] tries to attack the motion, and therefore wipes his feet.

. The carpet can have a 'moving mound' beneath the surface.

-As if a mouse was running beneath the carpet, the cat attacks the 'moving mound'.

. The pet walks onto a circular mat that has a round wall, with a second outer wall.

-The outer wall remains stationary, but the inner wall and circular mat floor spin slowly.

-The pet keeps turning to try and face the wall of the house. He can't enter yet, because the inner wall is blocking the pet flap.

- The outer wall doesn't block the pet flap.

-The pet wipes his feet by turning himself on the mat.

-Eventually, 'access the pet used to enter the device has been turned towards the house, so that the pet now has 'access to the pet flap.

--Device could be designed to look like a round castle, or some other familiar building

The same idea could take the shape of a hamster's spinning wheel. The pet has to walk around inside a carpeted wheel until entrance links up with the pet flap.

. Pet 'Whack-a-Mole'. There is a carpet in front of a pet flap. There are nine small holes that make a square formation (3x3).

-Out from one of the holes, a snack will appear. The pet won't know which hole the snack will appear from.

--The snack may pop out quickly from the holes, then disappears, until finally it lies still at the top of one hole, so the pet can easily take it.

-The pet will playfully search for the snack and simultaneously wipe her feet.

. Pet maze. The pet has to maneuver through thin hallways to get to the pet flap, and hopefully the paws are clean by then.

. Stairway to clean paws: The pet climbs Astroturf stairs then maneuvers down a steep carpeted slide towards the pet flap

. Bowling Ball Pet: The pet walks down a tiny bowling lane, and knocks over the absorbent pins on it's way through the flap.

-A variation could be a

. Pet piano. The piano keys are made from a soft material (i.e. Styrofoam). The piano keys make pathway to the pet flap.

-The pet plays a song, as she walks over the imitation [piano keys towards the pet flap, and simultaneously cleans her feet because of the soft piano key lumps.

Special 'tag on pet's collar triggers timer when 'sensor determines pet stands on mat by pet door. Door 'access requires 'tag.

-Timer starts to beep ['notifier] after pause period and pet starts to shuffle on mat and scratch door before door unlocks. Mat surface could be placed on door surface to clean front paws if pet scratches door.

. Removable treadmill device covered with carpeted surface could be placed in front of door, which starts moving when pet stands on it.

-Operates for predetermined time before stopping and unlocking door.

-Same type of device could be placed inside door and be triggered when pet enters door. Treadmill would run for set time to clean pet's paws before shutting off and allowing pet to enter room.

. Robotic Floor Washer. Instead of robotic vacuum, how about robotic floor washer.

-Could use 'Mop and Glow' type cleaner that doesn't require rinsing.

-Would have brushing, scrubbing action.

-Limit action to one room with position able barrier, ''sensor, pre-programming. Cleaner would return to starting location or position able ''sensor to stop and allow floor to dry.

. Puppy Be Clean/Paw Purr-fact/Paws Down/Dog-gone dirt

Puppy moves around on outside doormat, puppy door

gives 'access and 'reacts by a towel like fabric dropping over the doorway.

-Puppy runs through the puppy door and dried off.

-Paws are clean and fur is cleaned/dried [of rain or outside elements].

-Can 'program by 'reacting to rain [activate based on outside rain collector.]

. Mat on inside of door collects additional dirt from puppy's paws and alerts mommy that puppy is in the house.

-Indoor matte can be programmed with mommy's voice, when it is rainy out the indoor matt will command puppy to stay so mommy can come and check paws.

-Fashionable doormat to match décor no one will ever know it is a puppy-cleaning device.

-When mommy is out indoor matte can be programmed to tell puppy to wipe its paws as well as praise when puppy rubs on the matte.

. Upon successful paw cleaning matte praises puppy.

. Sensitivity of indoor and outdoor mattes can be changes based on weather conditions.

-Sunny day only takes a couple of wipes on the matt, rainy day takes longer for puppy to get desired outcome.

-Can be 'program-by reacting to yard condition or weather forecast.

. When outdoor matte is activated by puppy water shoots out to clean between puppy's toes.

. Indoor matter has hairdryer like affect and dries puppy's paws:

. Opening of puppy door can be lined with absorbent fabric to clean puppy as she walks through.

. Hair dryer like device in puppy 'access.... like dryers when you pull out of a car wash...puppy is perfectly dry when entering the living area of home.

. Heated puppy door 'access for cold weather.

. Puppy door can also be closed and require puppy to ring bell to come in.

-With using the same skill as required to shake puppy can tap doorbell.

-Mommy comes to let puppy in and make sure puppy is clean.

-Mommy could open puppy door by remote from anywhere in the house.

Instead of doorbell sound message could come across TV screen 'Mommy, please let me in.'

. Door entrance has 'sensors to tell if foreign objects are brought in and out of the house.

-Nothing from outside comes in and nothing inside goes out.

-Don't come home to find your shoes floating in the pool.

-No surprise creatures living in your home.

.THE BATH RING

. Don't want to chase Fido (pet) down for a bath use the bath ring and make bath time fun and easy.

-Fill fabric covered tube with favorite soap, hook up hose and call Fido.

-Fido is clean after running through tube several times.

--No mess or fuss for mommy, Fido (pet) gets exercise and clean at the same time.

--Feels good to Fido...like a puppy massage....Fido will be excited for bath day.

--So easy the kids could give Fido a bath.

. POOP SCOOPER:

-No need to take pooper-scooper on walks anymore.

-No carrying around puppy's droppings while out and about.

-The poop eater rolls along with you.

-Puppy takes care of business and poop eater cleans up.
-You never touch poop or even have to stop walking....poop (feces) eater will catch up when done.
-Hand remote control or set on autopilot.
-Command 'Eat that poop' will activate poop eater.
-When walks is done sealed bag is ejected for trash disposal.
-Everyone is happy, puppy gets walk and mommy does not have to clean up.
--Cities are enforcing dropping removal...never get fined

. FETCHER TV remote buddy!
. Lose the remote again! Just yell 'fetch my remote'.
-Fetcher and remote programmed to interact together.
-Fetcher always knows where remote is and can roll to it and bring back.
-Fetcher reacts based on key words spoken.
-Fetcher can also store remotes while not in use.
-Fetcher will remember your favorite TV programs and remind you when they are on.
--Fetcher's appearance can be that of an artistic statue.
. The White Picket Fence Solution
.Lay the soft bristle 'sensors along the side of the home and create a path that leads up to the door with the pet entrance. A very low fence (i.e. height of an average cat) will run the same length and create a corridor with the building acting as the other wall.
-The pet will learn that 'access will only be granted if the pet walks the entire length of the 'pathway'.
-For training purposes, the owner could start with a shorter length 'petway (pathway)and then add additional flooring/fencing as the pet learns.
--Obviously, this idea is heavily dependent on the home having at least a small amount of space to the side of the pet door.
-There could even be arches that the owner could adjust to the height of the pet that go over the 'petway'.
-The bristles will clean the pet's paws and the arches will dry fur/clean off debris as the pet walks underneath.

. Pet idea a robot, something like the 'Roomba' automatic vacuum cleaner, but this one will make subtle scent trails for pets to follow, faint enough that people
can't smell them. It'll be like aromatherapy for pets, and something to keep
them interested when they're stuck indoors.

. Pause idea a coffee mug thermometer spoon, so people know to pause before drinking if the drink is too hot.

. Pet door-HOLL Sound & Voice Pet Door. A multi-million dollar idea! Just for fun it would be very comical if the pet door would make sounds such as a toilet flushing as the pet went outside or a voice saying 'I'll be back' or 'hello everyone I'm back!'

-This device could be recordable to music, voice or sounds. The pet store would supply extra sound bits for sale and recordable firmware. This device should give you capabilities to record your own voice saying 'don't be out to long' or 'come right back for a treat' or 'don't forget to wipe your paws' You should be able to play your favorite music, song artist or musical. This could be endless fun for everyone.

--Plus for added security you can add a door chime sound if you wanted to know if you're pets just went outside or came back in.

Unique Pet Door - Paw Dirt Remover

.System/unit would consist of three parts: indoor mat (soft, absorbent material with inconspicuous 'sensors), pet door with LCD display, and outdoors mat (short bristles on surface to remove debris, tray-like bottom with system to release small amount of water for cleaning paws)

-'Sensors in both mats would respond to pet weight, option to set the weight of multiple pets

--Need to set weight minimum to prevent squirrels/skunks from entering the house or 'sensors recognize your pet's shape/build

-'Sensors control exits and entering

--'Sensor tracks whether a pet is outdoors, how long it has been out and displays information for owner.

--'Access can be programmed to allow pet to exit at certain times only, commands and/or songs could be used to signal to the pet it's time to go out and when it's time to come in

--Door may not let pet out at times, but will always allow pet to re-enter the home

--Door won't open during extreme winds or forceful rains

-'Sensors in door respond to barometric pressure/humidity levels and release an evenly distributed amount of water under brush surface of outdoor mat for paw cleaning when it's raining or snowing and paws are likely to be muddy.

-Can be used for training purposes

--Preprogrammed voice can issue a series of commands at well-timed intervals (sit, lie down, stay) to pet; 'sensors can determine if pet is following the command by body weight distribution

--Owner has option to record commands/messages in his/her own voice.

--Using sound with system could be the deterrent for squirrels/skunks – normal voice, nothing that would frighten the pet, just a wild animal that isn't used to hearing a human voice. For example, system can be programmed for a 15-pound dog. If an animal of 5 pounds was on the outdoor mat, the system would say in a monotone voice, 'You're not Fido.' repeatedly until the animal leaves the mat

The longer the pet waits frantically, the more they step around and remove their paw's dirt. At first there's no waiting time, then it increases over time.

-Be careful about changing the waiting time. The pet may try to enter when the door is closed, hit its snout, and not like using the door

-May want to have only one way for the pet to gain entry. If it does what it's supposed to the door will open every time. Consistency is the foundation of animal training.

Save- Pet Door - Paw Dirt Remover: Consider soft bristles' that the pet would have to learn to skate their paws across to aid in cleaning them. Here are a couple other ideas, if price were not a consideration (you said to free flow the creativity), for this higher end market that you mentioned the pet door is aimed at:

. Variable entry spritzer (sprayer) - have pet door configured with little sprayers along the inner circumference of the pet door which are hooked up to a variety of system attachable spritzer cartridges. - Owner can (buy cartridges to) set the spritzer to spray de-flea, de-lice, de-tick type substance for outdoor pets which pick up and bring into the home a whole variety of parasite pests. When pet passes thru the door they get several bursts of spray along the length of their body.

-- Spritzer can be set to spray fragrance on pet to help with pet smell maybe for when guests are coming over to home.

. Pet door/ Doormat combination unit, where the doormat has 'sensors in it to perform a variety of functions. The doormat can be connected via radio waves to the pet door which has a keypad/LCD display to communicate between the combo devices- for example:

- Doormat can serve as a scale to keep track of pet's weight (can alert owner to any major changes in weight, times might need to see a vet).

-- Owner can adjust the mat to sense the particular pet size of the animal that is currently seeking entry through the pet door. Thus the scale function of the doormat can also act as a security feature, where is does not allow the pet door to slide open (or unlock), in the case that the weight is too drastically different than the programmed (accepted) weight of the owner's pet(s). So as to not allow other neighborhood pets, rodents, and bigger animals (humans) to have 'access to owner's house (just because they wiped their feet at the door).

-- Doormat can serve the function- as mentioned in the example- to beep the owner when the pet stands on it, so that an owner can come check pet before entry.

Additional door mat material ideas:

. Floor puffer- doormat can be made of similar mat to industrial kitchen mats, which have a bunch of holes in the rubber mat (although the holes

in the pet door mat would have to be a little smaller in diameter)- can still incorporate soft bristles aspect into this design.

-- Under the mat have some sort of air puffer system- little air jet sprayers which freely move/roll (on track balls or such) beneath the mat surface, and which have little 'sensors which can detect where pressure is on the mat (and thus where each paw is located on the door mat), and which roll beneath each paw to distribute a burst of concentrated air (not too strong to hurt pet, but puffed enough to dislodge dirt, mud, water, snow that may have accumulated on the paws)- once each paw has been puffed 3 times, the mat communicates to the pet door to slide open (or unlock), and the pet is granted entry.

-- The bursts of air under each paw would also help pet to move paws around on cleaning mat.

. Taking it step further- what is the ideal type of doormat surface which could best assist in cleaning each of the many types of paw conditions

. Aero Gel tray doormat- for example, at NASA they used a type of aero gel, which can be porous and strong substance, which they used as flypaper to catch stardust- which if the consistency of the gel can be adjusted to allow for animals (perhaps even humans) to step on and clean off their paws (shoes). - The semi-permeable porous gel (maybe similar to those kid's sticky creatures, which are made out of some gelatinous rubbery material, where they can be thrown at a window and the creature will stick and slowly work its way down the window- until the toy collects enough dust and dirt on its semi sticky substance, and needs to be washed off).

-- The aero gel mat could act as flypaper to the dirt, mud, water, snow, but obviously not so sticky that the pet would get stuck in it. If the aero gel mat was of the right porous ness, it could trap all types of dirt and water and allow the paw (shoe) to pull free with a cleaning affect.

-- The aero gel mat can be encased in a variety of under levels, that help in the self-cleaning function and reusability of the mat. For example:

--The aero gel mat can rest on a sieve type metal tray (like a Spaghetti strainer, a bunch of small holes that allow only liquid to pass through), and under the metal sieve tray there can be a second layer which acts like an ice cube tray. Both of which only add couple

inches in depth to the mat.
-- The metal sieve tray has heating components built within it that the pet door keypad/LCD part of the combo unit can select and activate.
-- When the aero gel floor mat becomes sufficiently full of dirt and water, the heating component/coils can be activated (safety wise, can only be activated when no pet or person is standing on the mat), and which need to only achieve a slight change in its concentrated heating to melt the aero gel substance into its liquid form, which then passes through the underneath sieve metal tray, going into the further underneath 'forming tray' layer, where the aero gel (heated) liquid can recongeal into it's gel form when the heating element automatically shuts off in 'x' minutes.
-- The metal sieve tray can be lifted out of the door mat frame and it's dirt/ mud/ rocks contents can be discarded from the tray, and the aero gel (recongealed mat) can be lifted out of its congealing tray (which should be floating on the water that also went through the sieve tray, but which did not congeal at ambient temperature- the water can be let out via corked or sliding outlet (like the excess water of an ice chest cooler after a day's picnic). This process allows the same aero gel to be used and reused many times.
-- Multiple aero gel types might need to be created for extremely hot/cold environments.

Easy Installation Pet Door Kit to Catch Dust and Dirt
-Pet steps through Pet Door and attached 2, 4 or 6-foot diameter circular or straight tunnel
--Tunnel prevents inclement weather from reaching inside
--Pet walks on and can be surrounded by permanently charged polymer fabric that attracts dirt, dust, lint and other particles like a magnet.
--Fabric catches excess dust and dirt from Pet's paws and coat.
--At the end of tunnel, pet steps into his Pet Cage (Cage can catch stray animals too)
--As the Pet steps into his Pet Cage, a bell rings or a light flashes or stays on (or does all three) to summon the owner so he can inspect the pet for excess dirt.
--Cage holds the pet until the owner appears on the scene
--Cage can be large and should not alarm the Pet, since it can hold water and food.

CONCLUDES THIS ROUGH DRAFT PET DOOR NOTES SECTION

Creative Expansions On Pet Invention Ideas
Innovation Gateways
IdeaSpringboard.org

What Pets Can Get From New Wild Inventions:
. Pets love food, love, play, and exploration. What inventions might give pets what they love? This brainstorm for creative ways to deliver what they love.

What Owners Could Want From Their Magical Genie Pet Invention:
. Pet is creatively occupied, especially if pet is alone. Imagine toys..!
. A pet owner living on a tropical island has an unusual pet. How do they interact?
. A handicapped person loves their dog or cat. But the person can be impaired physically, visually or audibly. How do they enjoy creatively circumventing their handicap? They're so wrapped up with their pet, they forget about their disability..!
. How can animals help environmental protection? What might they do when wandering around on or off a leash?

Pet Comings & Goings: What fun might the pet be up to?
-Where to or from?
-How traveled?
-How does the owner creatively think about why is the pet coming or going?
-Why does the owner want the pet somewhere?
-What can, is or will happen?
-What type of toy or gadget might pet have?
-When is the pet coming or going? Day, night, when pet might be in heat.

Novel Ways For Pets & Humans To Communicate:
-A way to have more fun.
-A new way to teach your pet a trick. What could be a fun or educational pet trick(s)?

Horsing Around:
-How does the pet want to play, and with what?
-How might the magical electronic toy positively surprise and excite the pet?
-What could the pet learn from the interesting contraption?
-It may appear an odd contraption to one person's perspective, but pets are curiously open minded if they can make some fun with it.

"Keep hopping. Play beyond the zone you were just thinking in..!" from Steven Kays.

File: Pet / Pet Pat

PET INVENTIONS – US PATENT SEARCH

www.USPTO.gov search query option:
abst/(communicat$ or talk$ or instruct$ or educat$ or train$ or teach$ or track$ or behav$ or restrict$ or bark$ or meow$ or signal$) AND abst/(owner$ or master$ or human$ or person$ or people) AND ttl/(pet or cat or dog or pets or cats or dogs or animal$) AND spec/(collar$ or worn or wears) AND spec/(electr$

More keywords for different search: wireless or computer$ or software$ or program$ or RF or radio$

US Patents – Expands upon our specified parts:
'Pet-BA:
-6,650,243 Pet affection indicator.
-Study changes in eye pupils to (help) determine pet's behavior, e.g. pupil dilation suggests possible excitement, or change in 'zone due to light change. 6,424,727

System and method of animal identification and animal transaction authorization using iris patterns

'Pet-Communicate: 6,799,537 Pet training device [owner's remote used to punish dog when barking]. Abstract below.

'Pet-GPS: 6,720,879 Animal collar including tracking and location device; 6,850,151 Devices for locating/keeping track of objects, animals or persons

'Pet-Zone: 6,064,308 RF signaling system and system for controlling the whereabouts of animals using same

'Pet-UIP: 6,318,291 Pet bowl with means to notify a pet owner that the bowl is empty

More Related US Patents:

6,799,537 Pet training device [owner's remote used to punish dog when barking]
Provided is a pet training device comprising a wireless receiving section worn by a pet, the wireless receiving section including a voice unit, a wireless receiving unit, a detection unit, a second microprocessor unit, a second

display unit, a motor vibration unit, a high voltage low current discharge unit, and a decoder unit, and a wireless transmission section held by an owner. In a case of the pet continuously barking, the owner may activate the wireless transmission section to control the wireless receiving section to play a recorded message to order the pet to stop barking or if the above failed, even activate the motor vibration unit to generate vibration on the pet or the high voltage low current discharge unit to generate high voltage low current to apply on the pet for stopping barking.

5,815,077 Electronic collar for locating and training animals
A device for locating and training an animal includes a hand held transmitter and a multi-function electronic collar assembly to be worn by the animal. The electronic collar assembly includes a receiver for receiving signals from the transmitter. A microprocessor connected to the receiver processes the signals and is connected to a sounder, a sound sensor, a electroshock stimulator, and a motion sensor mounted on the collar. The transmitter can program the collar assembly and command it in one of several modes or functions for locating and training the animal. In the locating or sounder mode, the sounder emits humanly audible sounds to indicate the location of the animal. In one training mode, the sound sensor detects when the animal is making undesirable noises, such as barking, and the microprocessor has the stimulator deliver a shock to the animal for barking control. In another training mode, the motion sensor detects whether the animal is in a pointing position and the microprocessor, sounder, and stimulator reward the animal with a tone or apply a shock accordingly. Heretofore, such a combination of hardware and functions have not been provided on a single collar assembly.

Flea Collar Monitor - US Patent Insect trapping collar 4,350,122: A non [invention is basically just this abstract – is without scent attractions, or viewable and replaceable recepticals]. Abstract: poisonous flea trapping collar for dogs and cats is in the form of a collar or collar attachment member having dark recesses in it. The recesses are coated with or contain a sticky substance which traps and holds any fleas entering them. Fleas are thereby trapped and killed without endangering the pets on which the collar is used, and without subjecting persons coming in contact with the pet to harmful poisons.

ENDS THIS PET RELATED INVENTIONS SECTION

PREDICTION FUNCTION'S SUB-PARTS

Use Our Masterminded Patent Application To Improve Your Invention Ideas! Learn how it is quicker and easier to license than trying to circumvent this patent application. Call (+1) 707-428-5000 www.LicenseItToday.com

Miscellaneous Info:
.-better develop how to "bill" customers= after playing "game"= user (player)= comes up w/ new ideas.

. Types of predictions. How system tailors itself to user's predicted desires:
-make "images" it predicts user wants. "Artist": how artist will generate "images" and any obstacles.
-moves itself as predicted: "distancer", "ps", "ps-zone"
-"edit" / want material "edited"
+ how user wants to be "entertained"; or be played with (kn) "games"
-Predicts where lost objects might be. 'Locator: seek to find (lost) objects. * Use w/ "locator".
+ how user wants to wake up in morning: "morning" alarm. Eg: weekday morning alarms differ from holiday mornings.
-use (same) (kn) product differently: "multi-user".
+ how best be notified: "notifier". Different circumstances may call for differing forms of notification.
-Improved designing includes improved user interfacing, eg: inclusion of more desired features, ease of use, removal of software traps (where user can't easily return to main menu, or doesn't understand how to proceed to desired point). This is also a type of CAD [computer aided design] sw; and "adapt".

Other:
-want their questions answered; and predicting what questions they'll ask.
-how anything may best be "routed" w5
-want the following implemented in (kn) product design for better use: "status"; "score"; "nr"; and all other IMI parts and sub-parts; and all KN.
-See "Guide": 2J02 Game instructor: which "predicts" type moves that will be: appreciated by player; played by opponent player. Based on UIP-DB (which was compiled over each game played).
-'Game: u (user) assigns behavioral profiles to game's "characters"....explanation needed; know when/where (w5) "nr" need to be placed; uip (helps) develop "character's" "behavior profile".
. OTD Drawing: U = "Predicts" (what u wants, or what will occur (in environment; uip-tailor) ~ C =
ACCESS (how hacker will behave, ba=access) // ARTIST (what images u likes) // ANALYZER () // BA (How will user act / "react"; a computerized psychic or taro SW ('software) system taking into account u's behavior; see KN (invention) taro sw probably in directory A) // BILL* (how to present information/material in manner whereby user will incur greater charges, eg: gives more of the information client may want) // EDIT (predicts who u wants material edited) // EDUC (predicts what tests will ask / how u will perform in "educational" sw session= and adapts accordingly) // MULTI-USER (predicts differently according to the user) // OSC or NR (best way NR should alert u) // PR () // PS-Zone () // Q () // R ('remote control) () // ROUTER () // SCORE () // SEEKS & REACTS () // SENSOR () // SOUND ANALYZER () // TDS () // T () // TRACK () // UIP () // VISUAL ANALYZER () // VR () // WA ().
-Patent search str: predict and (software* or computer* or program*).
--US Patents: 4141548 Game apparatus for use in conjunction with the viewing of a spectator's sport.
. Predicts Algorithms:

-overview Drawing: user [with their needs known by system] = k / 'sensor / functions tailored for user = 'analyzer [ba, 'tailor, uip-db].

-step 1 - collecting info: uip-DB ('database) = analyzer collects / studies the data applicable [as measured by 'score]= to the 'designated 'prediction 'designated.

-step 2 - predicting: the characteristics [ba] of the user(s) and of the system / situation in which user will be interfacing are compared= with 'analyzed conclusions [w corresponding 'scores] for: multiple typical case scenarios that can occur [to system / user]; what can occur even after system has been 'tailored / (symbolizes "and or") user properly 'guided. -> this leads to system better predicting likely scenarios= so system can even better 'tailor / 'guide.

-step 3A - tailoring system to user: system's functions ['programs / interface / form of 'interacting] is 'edited / altered to [better] match user's profile.

-And or step 3B - 'educating / 'guiding user to 'system's particular characteristics: those features needing adjustment [as dictated by 'predicts' 'analyzer] are altered. See 'Guide, 'Educate.

-step 4 - 'analyzes how [effectively] user is 'interacting w/ system: 'score user's ability to use system [via: 'questionnaire; errors made by user; ba; how closely the results user is getting match with [uip-DB ('database) of u and or their needs; what u requested; what u normally gets or wants (historically (on other systems))] = system re-tailors itself [as many times as necessary].

-step 5% - ongoing improvement of 'tailoring - fuzzy logic algorithm: u's needs change from time to time = 'analyzer needs to: update 'predict and 'tailor.

.--in other words: as system improves itself= u's response may be better, but still not ideal= in which case system further 'analyzes= then re-tailors itself. If user's needs and all circumstances never changed, system might eventually have developed a formulae for the best way it can tailor itself. However, since the world is about perpetual change, new 'predictions and 'tailoring are ongoing. To reduce difficulties for user in dealing with a constantly changing system, which may require [some] relearning of system, user can limit changing 'tailoring to degree desired [by u].

-D: System 'tailors itself to= how it 'predicts user may:

-Functions / Benefits of 'Predict: anticipate; conclude; conjecture; forecast; guess; infer; judge; presume; psych out; surmise; think; envision [the future]; grasp

ACCESS =

-predicts attempted "access": via hacking; difficulties encountered by legitimate accessors.

-Access: making access easier / harder= according to 'score access assigns accessor.

BA = Danger or difficulties in 'interacting w user. In other words chances for any type harm user may incur and or receive. User / system's 'tailorings are steered away from potential problem areas [to the degree of 'predict's 'score such a negative occurence is likely]:

-rented product: what damages user may do:

.--hence sys suggests a model that is less likely to be damaged, because its less valuable, or hardier, or more able to 'tailor to user.

-corporation they are hired by: studies 'questionnares from employee; former employers; coworkers; clients [who interfaced w (with) employee].

-companies subcontracted to do 'designated work:

CAMERA = Predicts target object's actions / movements= intern 'camera more quickly 'tracks object's changes. Eg: zooms or pans where [w5] person is predicted to move.

-especially useful if there are limited 'lenses available, and sys (electronic 'system) must prioritize what needs to be 'tracked / 'visually analyzed.

DATABASE - What Predict Uses to forsee the future:

at issue isn't only the accuracy of information used to predict, but the [sys' / user's] choice of what to use in the 'prediction process; the user's estimated proclivity to act/react due to the circumstances:

-Astroglogy: studies user's / system's* date of birth, or [final] manufacture; which planets / constellations are or will be ruling [when system is to be used].

. Mass media: known to influence user's behavior.

-Advertising, eg: McDonald's advertising excessive advertising of discounted hamburgers, may more induce user's to think of hamburgers or related food, so 'edited material with hamburgers [near meal time], may get a better response from user during such ad campaigns.

-News events: Examples: changes in economic indicators, stock prices, or general interest rates; wars.

. Miscellaneous:

-BA of: user; events. Having 'analyzed the different determinants / causes for the user's [current / forseen] personality or 'moods= via the ba= 'predict can estimated the likely future scenarios / how systems can be better 'tailored for user.

-See UIP: 'Tailor needs information; its process of analyzing how to tailor is very related.

-What other people [co-workers] feel about: the user; current events [which can effect other user's 'mood or agenda or needs]. Predict also 'analyzes people's questionnares.

-Weather patterns.

.--temperature; humidity; percipitation; atmospheric pressure; winds; ions; etc.

.--current / typical patterns for applicable times of year / predictions from meterologist.

.--example influences on users: type weather and its influence on wether users are more likely to stay in or outdoors; effect on user's edginess or level of energy [less in hot and humidity].

.-music / sounds heard by users in: background [of where they are 'interacting with system using 'predict]; what user heard before, or will hear later; frustration caused by unliked [construction] sounds, or music.

EDIT =
-'Tailors 'images [text] for user.
-Predicts what contents user may more likely need: information 'scored.

EDUCATION = User's learning curve predicted= then system 'reacts by: 'guiding accordingly; progressively making the material more challenging or complex [tgh].

ENTERTAINMENT ~ Excercise ~ Experience ~ 'Game =
predicts what will please user's 'mood at 'designated future times= tailors accordingly.

GUIDE = predicts potential failures or troubles [of user].

INTERACTIVE = form of 'interactive's 'tailoring based on what's predicted.

MIC = predicts what needs to be recorded w5.

MORNING = predicts the type of upcoming day= with alarm type matching. Eg: if user always wakes at 8am each Thursday, yet forgot to set alarm previous Wednesday, it will 'notify late Wednesday or Thur am that an alarm was not set.

MULTI-USER * =
-predicts [ahead of time] which user may use the system= w5
-according to the pattern of who is using system w5= system predicts how to 'tailor system.

NOTIFIER / MORNING ALARM =
-predicts the type of 'notification that will get the best results: most attention, create the desired 'mood in user.
-predicts if 'notification is needed, via: 'status or 'score of occurences and or user and their situation.

+ ORDER & TIMING =
-based on the order and timing of occurrences= system predicts outcome of: what user or other system may do.
-the order and timing of system's effects / functions= are 'tailored to better match what 'prediction suggests.

OSC (Outgoing Sound Communicator) = predicts how to 'tailor its sound to: match user's [desired] 'mood

PD (Positioning Device, GPS) = predicts w5 person or object will move, and where it may end up
. How predicts: by studying combination of object's:

-ba: why it moved / did what it did w5= hence when 'predict recognizes [similar] patterns repeated= it predicts w5 of object's movement.

. 'Reactions based on 'predicted changes in movement / function: -'tracking: those forms of 'tracking more applicable to object's w5 actions can be initiated. Eg: applicable 'cameras, 'microphones, 'sensors, 'notification of human security guards.

Q = BA ('behavior analyzer) can predetermine a list of potential questions posed by [user]= speeding up the time it takes to get answer to user.

R = Menu [on small portable 'screen]= more readily shows those options system predicts= user may be in greater need of.

ROUTER = Predicts where user may like to have them selves routed in system.

* SCREEN = Predicts type of color and or typeface user may prefer.

SEEK & REACT = Predicts what needs to be sought, and or how to react

TAILOR = 'Predictions made based on user's ['predicted] needs.

Similar Parts / Terms: User's needs; Predict; Tailor; Guide; UIP-Emerge.

END OF PREDICT

PR (SOFTWARE PROGRAMMING) FUNCTION

SW PROGRAMMING:

-Idea generation systems:

-SW (partially programs itself to) achieve desired goals.

Software used in developing / analyzing / evaluating formulae for food, chemistry, -indicators, etc.

-uip of desired function is matched= w (with) uip of differing elements / ingredients / chemicals / food elements = resulting in formulae of ingredients that may (best) achieve desired goal.

--the characteristics of goal are tied= via uip = to characteristics of available / known ingredients or * (KN) sys.

+ Important parts: UIP-Tailor, 7G050, PR, Track-Analyze (analyzes for what is best to track = db), Brainstorming SW, 2E010 20 30 40 50 Recipe Softwares.

EXAMPLES:

1] develop an nr ('notifier) = alerting presence of salts / (symbolizes "and or") acids / hazardous elements = in/for: liquids / powders / surface contact.

2] Other 7G050.

3] SW sys (electronic 'system) may simply help u by offering suggested possibilities: formulae / equipment / sources of information (reference material, on-line sources) / type experiments.

4] UIP-Tailor = UIP-DB: adjusts to u's needs.

5] Constitution needed in plastic resins / metals / product casing ("cm", "cp") or parts, for = tolerating designated levels of: stretching, bending, pulling = within designated environments of varying (extreme): temperatures, light, abuse, excessive wear, time period of element's use (age of N).

6] Patent search strategy: software* and (formulae* or recipe* or ingredient*)

7] Pharmaceutical: developing ingredients for drugs; ideas for research.

8] Software simultaneously designed to help researchers increase their (sociologically, psychologically related) creativity: KN

DIAGRAM: "PR": sw (re)programs itself = as controlled by UIP; programmer can help guide / control sw.

. OTD Drawing: u (user) = This N (invention) sys (electronic 'system) (sw suggesting formulae) ~ c ('computer) =

ACCESS (); ANALYZER (); BILL (); CART (); EDIT (); EDUC (); MULTI-USER (); PR (); Q (); ROUTER (); +SCORE (given to each aspect = attached to each element of: goal & potential ingredients); SENSOR (7G050); STATUS (); TDS (scores time delay in getting nr ('notifier) effect); TRACK (history of previous (chemical/food) experiments conducted by: u, organizational body, db, m); U (researcher, student = "educ"); UIP ().

-D1: u (user) = k = c (sw, cart, %uip)

.-4E020 Content Date Stamper: Registers and organizes previous occurrences.

-See "Brain".

-(One of) U can be a qualified computer programmer, who programs sys (electronic 'system) according to desired functions.

-OTD D2: U = PR (tailors function(s) for) = ~ c ('computer) =

ACCESS (w5); ANALYZER (how thinks); BALANCE (osc controlled in terms of w5); BRAIN (); C (); %CAMERA (); CART (pr changes stored onto cart; % cart is itself pr); %COMPOSITION (); %DISTANCER (); %EDUC (tgh, w5 info portrayed); %GPS (); K (differing keystrokes for differing situations: w5, multi-user, cart, access, uip, analyzer judges u ability and makes harder or easier to use accordingly); M (pr stored in m; m (automatically pr other n/part according to: analyzer, uip); %MIC (how filters sounds); MO (); MOUSE (k); MQ (what questions come up according to w5; analyzer); MULTI-USER (); NR (); OSC (); PS (); Q (); R (); SCORE (how score kept); %SENSOR (what sensors sense/seek

for = how process data); %SOUND ANALYZER (); %SOUND VISUAL ANALYZER (); %SPEECH (multi-user); STATUS (how status compiled, uip); %STEREO (); %SYNTH (); %TDS (); %T (); tr (transmits) (controls w5 of any/data transmissions); UIP (w5 data compiled / processed (analyzed)); UQ (mq); %VISUAL ANALYZER (); VR% (); %WA ().

-"Edit": (sw) functions that can altered/influenced effected by how "edit" screens/limits u's ability to do so; "access"; how good u has behaved "Edit"="BA".

-A code (access, el 'water mark') encoded in sw/data* limits how sys / program can be: +programmed (pr) / utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

-"Billing": bills for what / how u programs the sw.

SEE: the PP and MP functions (which can be separated) for details, uip-tailor's pr, sw, c%. In verb form: programming. Noun form: the software program; (re) programmable. PR is a subset of "sw" [software] part for software.

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MANUFACTURER PROGRAMS [changed to 'PR 9.97]: Manufacturer programs and installs product's software driven functions prior to sale.

.-"Access" / Tamper Alert: System "seeks" unusual / unauthorized (re) programming of sw.

MANUFACTURER PROGRAMS:

installs product's software driven functions prior to sale.

-D: software cart -> memory = c = software function (assists user)

-OTD: Manufacturer provides a menu of possibilities either in paper booklet or display ("S") form; % user can select from one or more menu systems/formats, each activating similar or different functions; user communicates with system and gets feedback in crude or sophisticated format; same or related versions of the product can be sold at different prices according to the variation of programming entered into device by manufacturer, in such cases even simple or cosmetic changes can be made to justify the higher price; can function with "C"; uk; * cart (personally programmable features can be altered, added to, or otherwise changed by inserting different software cartridges, and mp responds accordingly); user can reprogram software on the device and or *(another device); access (only those with passwords can alter pp or mp); % uip (user decides how to collect, retrieve, develop, store, edit, and or otherwise utilize the uip database); * user can communicate with a "character" on the "display" [if used] when programming, eg: character speaks asking which menu selection is wanted; * pp via clapper, or % distancer, or % locator; multi-user (can lock out other people from your programming); * pp via remote ("R"); system interfaces with programmer via "notifier" informing the programmer about: which steps were just programmed and received by system, which parts of the program are in a dominant mode at any given time, menus; % tilt; % air pad can pp; % color signifies status of any programming, interfacing channel between programmer and system; % sound analyzer (depending on the externally generated sound(s), system will be better able to prompt user/programmer about how device might be programmed, and or used); % morning. "Edit".

-See: "Brain", "Billing".

.-Manufacturer programs how "Router" locates then= retrieves needed data= for designated application.

End of 'Program

File: Feature Intro / Questioning

QUESTIONS:

User asking invention questions. System asking user questions so it can better adapt to person's needs.

-See "Brain": system' feature 'adapts according to circumstances.

-Questionnaire: used by system tem to better understand user for: adapt-db (database), adapt-tailor, access=BA (Behavior Analyzer). This is somewhat a different part from the other aspects of the other parts of this general part.

Drawing: user =c (computer)(mq); user (U (user asks system questions)) = c.

-"Edit": controls type answers / permissible questions.

-"Billing": pay per question

. US Patent [12.95 disk]. Str: (ask* or inquire* or seek* or desire*) and question.

-US Patents: 5473367 5420926 5369566 5363433 5361200 5341499 5299121.

. Fraud/ Correct Answers / Proper Functioning:

-Answering questions for which system/human [programmer] is not certain is unethical, and possibly subject to revocation of 'license/'access privileges [to the invention], and possible loss of ['royalties to the reseller (of our intellectual property rights)]. Relates to: ethics, honesty, validity, trust, punishment, fines, criminal charges, and/or incarceration.

--'License agreement feature has disagreements between parties related to this invention(s) handled in standard fashion by American Arbitration Association at 'licensor's province/county headquarters.

-Suggesting answers that might be [somewhat] correct can help: 'route 'licensor to 'associated and/or 'tailored features; cause confusion (loss of simplification); lead user to miss-understand a "brainstormed" possible answer with a factual answer. Cautions [in 'editing answers / 'reactions] needed.

-'Education (written instructions) / 'License agreement [should] limit liability to 'Licensee when answers or any other feature works improperly [except as caused by fraud for which just the fraudulent instigator who might be affiliated with the licensee, is responsible].

-'Tracking [related] quality control issues [can't be full proof / relied on] and probably is not the primary / original 'licensee's responsibility. All users should be very careful at all times, despite [verbal] assurances that all will be well. Thank you.

* Q SECTION - Maybe Less Important:

See U (user asks system questions) & mq (manufacturer asks user questions to adapt it) functions for details.

-See "Brain": system' feature 'adapts according to circumstances.

-Questionnaire: used by system to better understand user for: adapt-db (database), adapt-tailor, access=BA (Behavior Analyzer). This is somewhat a different part from the other aspects of the other parts of this general part.

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" 'R " – 'REMOTE CONTROL PARTS

* (This file not to be confused with the R-folder for improvements on existing inventions.)

3A580 [AIR] PAD: Remote ("R") image input tablet. Projects users' images onto any white wall, movie screen, "C", etc. Applications: group presentations, playing go or chess, etc.

-Project images onto wall for presentations, playing chess, etc. Write onto the small portable pad which enlarges the projection onto any white flat surface. Pad transmits to stationary projector which displays onto almost any white flat surface.

-More versatile than the old projectors.

. Write onto portable movable tablet which intern displays into much larger form onto screen. For classes, concerts, etc. Gives writer more flexibility.
-Maybe: can also reflect messages against cloud cover for: advertising, finding lost person, etc.
-technical: has wires or remote ("R") control to light dispensing device
-functions well with 3A-57
-play games on wall with; can demarcate lines on floor
-OTD: remote ("R"); display ("S"); pp; mp; uk; mouse; date%; interactive%; all; entertainment; portable; printer; "M"; bp; score; cart (softwares [graphics, transmission modes, etc], colors); cp; character.
-other participants (eg: students) can write (questions, comments, participation).

3A751 LASER KEYBOARD: each laser light interrupted by finger, etc creates same sound as if key were hit by finger.
- the "Laser Stick" (a laser directed by user) pointed at the laser "cords" can intercept in some frequency thereby replacing the need to trip latter lasers with non translucent item.

3A790 MAGIC AIR PEN: Remote ("R") pen's movements are transmitted to "C". Make strokes in the air or on any flat surface.
-All the movements are stored in "C" which draws according to its movement.
-system analyzes each movement, which can also signal commands to device, eg: turn on, off, increase volume, "do this function", etc
-records the shapes it draws in memory. One image might be created onto paper, the other is stored in separate device that monitors the movements of the pen in relation to its main station, and knows which movements are in the writing mode and which are non-writing moving in air to new spot on paper
- makes music/sound as pen moves (has on/off switch)
- operates via utilization of the distancer device
-OTD: remote ("R"); display ("S"); "C"; pp; mp; interactive%; educ; toy; basic; game; entertainment; "M"; bp; osc; score; md; cart (how each movement will be interpreted in color or graphics; sound synthesized); cp; character.

5A460 THE TOUCHLESS SWITCH: Activate any function by only blocking the switch's laser light with your finger. Ideal for cooks with wet hands operating microwave ovens or answering speaker telephones; sanitary hospital equipment; etc.

Used on machines by doctors needing to keep their hands sanitized during operations. Housewives with their dirty and wet hands in the kitchen can now use their "T" and other gadgets with greater ease.

. By tripping hand through laser lights, their corresponding key act as if pressed on normal keypad. For people who can't touch keys:
-scientists, doctors: can't desensitize hands
-artists, ceramic people, people cooking in the kitchen and others with dirty hands
-activate system by triggering switch with foot or elbow
-when key is activated, user hears a sound or light which registers that switch was activated {like getting a click when key is pressed far enough in}
-each key might emit different sound/light like a "T" keypad
O- Merged with product number 3A-753 by interrupting appropriate laser user can generate any electronic signal desired. The same laser being interrupted in codes can: be used to generate more specific commands, eg: turn on/off specific light, turn on tv then select channels
-in this idea, each laser could be replaced by a button

5A490 LASER ARTIST: this laser art device will record movements of pen (when in active mode) into "C", which is then transferable onto paper, canvas, plastics, etc via printer or second laser which transfers images already created onto hundreds of surface types.

Technical:
-method #1: pen emitting laser hits receiving screen, which records lasers received. These recordings might be demonstrated onto another screen, constantly active print out (shows each movement as they are being made, eg: with plotter).
-method #2: according to movement of hand-held device "C" records (via: mouse type device with roller on floor, wire, motion detector(s)) where the hand-held device is going when active.
-different active modes can generate different intensities, colors, widths of the stroke, etc

A9-03 COMPUTER REMOTE CONTROL DEVICE:
Turn on and do basic functions away. Can opt to have letters appear much bigger too. Great while eating breakfast with family, doing something else, wanting to reduce time away from dangerous computer screen, etc.

6B970 LASER GLOVE: Each finger emits laser light. Each laser's signals trigger music when touching "sensor". Each separate portable "sensor" creates own sounds, eg: drums, other pre-recorded sound tracks. Glove also used for activating functions of other products used at a distance.
MISCELLANEOUS:
-Each "sensor" creates different sound effects found on electronic musical keyboards.
-Laser from finger(s) when striking object(s) (receivers) creates designated sounds. User can synthesize and or alter type of sound created when laser hits receiver. The device via which to get different sounds from the same finger and same receiver can be: separate device; device on outer upper part of glove; another receiver from

which it receives code from laser finger in which the code might be on/off lights in certain combinations, eg: three flashes of light is to create bells

-laser device can be an extension from finger(s)

-each finger's laser can have different effect on same receiver

-certain receiver modes can generate entire musical pieces (eg: for back up)

-marketing: say, "create an entire musical group all in the privacy of your room ([maybe] without touching a button)"

-product abilities simplified: glove type device sends lasers from each finger. Each finger creates a different sound when it reaches the receiver. In more advanced models, each finger can create more than one sound by transmitting in more than one way.

-instead of being a glove, device could be a box. When light goes out, it transmits to most/all of the room, so the receiver is easily able to receive signals.

-also utilizes design number 6B-971-500000001

-to activate the laser in fingers of glove version: finger touches the thumb, other hard surface, or back of hand or widely opened palm.

-applications: is an "R" control device (see "remote") to activate and or control music, music composition, "C" communication, open things, eg doors

-OTD: "S"; "C"; pp; mp; uk; tds; interactive%; toy; basic; game%; entertain; "mic" (for synthesizer); synth; portable; printer%; ch; au; "M"; bp; osc; "balancer"; vc; score%; md; cart; tel dialer; sp tel; tr; mo; cp; cc; character; distancer (the transmissions of laser from person are interpreted differently according to its distance from other half of distancer; motion sounder; locator; "remote"; notifier; tilt; composition; air pad (user points lights to air pad's sensor).

-"Tilt": controls sys' functions

-copied to 5E020 in 8.95.

6B971 REMOTE CONTROL RETRANSMITTER:

To have more freedom of movement and sitting around a room, the "R" control send messages to the receiver and also the re-transmitter. Re-transmitter is in a different position of the room, so if the distance from "R" control transmitter to receiver is blocked, the re-transmitter in another location of room can receive and then in tern transmit to the main receiver.

-OTD: "remote"; basic; bp; osc; "T"; tr; mo; cp.

* 1G06 CONTROL SPEAKER TEL via remote control. Dial via wristwatch.

-User speaks out special word (or "claps") to activate "speaker tel" (for in/out going calls). Out going calls: after tel ("T") is turned on (same as if receiver is picked up), user presses buttons on his "remote" control device which makes the necessary airwaves signals (sound, light...) to dial out the desired number.

-patentable?

-D1: k = t = watch (Casio Wrist Remote Controller/GPS/Watch/R/[k=access]/osc*
-D2: UK = c~t = osc

R121 ACTIVATE/CONTROL product ("stereo") by tripping one or more laser light(s). [Sony?, Aug 93 YD, Aug 93 MF]
-OTD: ACCESS **:(); ARTIST *:(); BALANCE **:(); CAMERA:(); CART *:(); CLAP:(); COMPOSITION *:(); Display ("S"):(); ENTERTAIN:(); FS **:(); "M":(); MORNING *:(); PD:(); PP/MP:(); MQ/UQ *:(); MULTI-USER*:(); NOTIFIER:(); OSC:(); PRINTER *:(); REMOTE ("R"):(); SCORE:(); STEREO:(); SYNTH:(); TDS *:(); TEL:(); UIP *:(); UK:(); WA:().

R123 CAMERA DETECTS user's eye movements, viewfinder's frame are where the eyeball is looking. [Canon, 17 Jan 93 YD]
+-eye movements control products. Positions of eye represent different signals.
-OTD: ACCESS **:(eye movements activate access); ARTIST *:(eye movements made art); CAMERA:(); CART *:(); CLAP:(also controls product/can be done in combination with eye movements (greater multiple clap and or eye movement codes creates a greater 'keyboard' of commands (letters/keys) via air); Display ("S"):(see what was entered into c); "M":(); %PD:(position also influences meaning of each code); PP/MP:(); MQ/UQ *:(); MULTI-USER*:(system differentiates between different eyeballs/vocals of different people); NOTIFIER:(); OSC:(); PRINTER *:(); REMOTE ("R"):(these other REMOTE ("R") controls can also control all or some of the system's features); SCORE:(); TEL:(communicate via tel); UIP *:(system better understands how user moves their eyes); UK:().
-D: point(s) where eye(s) looks <- eye movement = sensor (camera -> eye ball) = analyzer = c
-useful in virtual reality

++ R123-1 EYE CONTROLLED TOUCHLESS KEYBOARD: Camera detects movements as eye looks at each letter on board. Upon eye's stopping at each square (represents key), signal is created as if key were pressed manually. Place head into goggles or brace within view of eye movement sensor. Applications: the physically impaired; hygiene (Touchless control); lack of space; virtual reality. Controls all keys of standard keyboards.
-additional keys can be added for, eg: designating that the next two keys stopped at are to be considered pressed simultaneously (look at simultaneous key #1 -> alt key #2 -> F3 key #3).
-depending on technical requirements / u's (steady) eye control, time period for eye to stop at each key is set (via mf or u's pr).
-helps if eye socket's position is stable in some manner, so eye movement has point of reference so sensor knows how eye is moved.
--more sophisticated "visual analyzer" version: sys (electronic 'system) seeks face of u (via image recognition of any human or particular u, eg: via facial characteristics -> knows where eyes are. In tern, when head moves,

sys accommodates. Sys knows the change in angle of head effects how eye needs to move to see squares (any point of vision).
-D: what eye sees (tr gives its location to c) = eye(s) = movement sensor = visual analyzer = c.

"ACCESS" = "R": Any electronic signal generation method can be used as requirements for passwords. Eg: any "R" or "K" KN (invention) is also utilized for generating (in unique a manner) signals, which are subsequently interpreted as passwords.

4J050 MOUSE RESTRICTOR: Ease in moving mouse is restricted as a guidance system. Mouse's movements are harder to maneuver when it enters into undesirable area. Moved to 'Route part section in 5.06.

* 5E050 BODY MOVEMENT = "R": Way in which user touches/moves in seat/sofa/furniture/contraption = "synth"esization of sound = memory/speaker/play back.
-degree to which element/part is squeezed the degree to which volume/base/treble... goes up or down.

* 5E070 VIA VERBAL MODE CONTROL u's osc: Clap or make verbal commands to alter/synthesize sounds being played back/composed/generated/synthesized. Can function during the broadcast of the sound as well.
-1 "mic" = 2 sound analyzer = 3 recorder. 2 only picks up on the vocalized or "clap" sounds and doesn't let it be recorded.

*1G140 5A-710 "ARTIST" = LASER KEYPAD: Laser Dialer: trip the light for the specific number wanted. Invention has 100 or more lasers (for 0 through 9, on, off...). See past patent filings.
-this N copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.
-Applications: there are 10+ different channels in which one can run through (their fingers), and thereby strike laser codes. Each struck code generating signal (as pp/mp) to effect desired image (on c's "display")
-way (object/hand*/finger) is moved (within laser's field) determines the graphic output. Can draw; select graphic symbols and drag them by entering other signal (foot pedal/press another button/hold down mouse/have finger located within certain position within laser field).
-D: laser tr (transmits) = laser rc = "sensor" (senses if/when/where light path was interrupted (by finger) = c (analyzer; cart; pr) = s/printer/osc (makes music according to signals made (c holds audio's memory)
+-the depth in which the object (finger) penetrates into field (laser lights) has one or more of the following effects: the object's width is interpreted as being wider the deeper it goes in; * color alter by degrees of shades; for 3-dimensional art, the depth is conveyed in the final piece (art) (bigger grooves/cut out areas, eg: making model of mountain topography).
+--however depth of finger can be replaced by level of pressure sensitive sensors.
--having many lasers close to each other, and in: * higher and lower positioning, allows added features.

+-placing an object in the (laser) field determines: (codes for) the building of its replication, into: plastics, clay, metal, *wood...

--see the 3-D Imaging device N i developed probably in the earlier A or B directories. This device made the 3-D object as well.

--can take "camera" pictures of object, getting codes for its reproduction.

--D: sensors (camera; laser tr (transmits) = rc = sensor) = c ('computer) (uk/s/printer) = machine which makes desired output

-can alter the outcome by^ editing, having standard pr.

-also useful for physically impaired people (w poor hand movement control)

NEW IDEA from 1998: (Human) Body Parts - Control R ('remote control) According to how they are touched / %moved. Examples:

-ear lobe(s) or tongue: (VR) = 'analyzer = interprets the human brain waves for how such body part is moved (consciously by user)

+ 3E061 MOTION TUTOR: 'Guides users to improve their movements, eg: Teaches users how to 'remotely control electronic devices.

-The device is also a form of [vr] remote control.

-Located in I dir as of July 2000.

PARAPLEGIC'S REMOTE CONTROL. Using body movements as a means by which to control other objects:

-Each different position of the invention's parts can be interpreted as a differing command signal. This is similar to Yamaha's Miburi invention or the existing music glove whereby differing body positions trigger differing sounds. Rather than having an application for sound generation, a [semi paraplegic] user can make something like sign language. For example:

--each single motion is interpreted as letters for typing in text into a 'computer; or dialing a phone number; or turning a [specific function of] system on or off.

--other motions can be commonly used words like, "and", "yes", "on [to activate device]", "off", "louder", etc.

-related to parts: +R, +"Tilt", K*, "Mouse".

3E010 MOBILE LOCATION NOTIFIER The invention informs the user when their device is about to approach a pocket of poor transmission. Current systems sometimes show the level of receptivity leaving the user having to guess which direction the user needs to move to regain good receptivity. The invention provides this guidance.

END OF REMOTE CONTROL

R / REMOTE – File: R&

Control electronic functions [wirelessly].

General:

. In other words, user controls system either remotely or at the system. Activate or deactivate all or 'designated functions. Many creative ways of controlling functions.

. Remote Control: activate, deactivate any device and its operations without touching the main unit. Primarily done via portable keypad, Drawing: k=c (display)=tr=[product being controlled].

* Other optional modes of control:

Laser switch, Clapper, Interactive Projected Display, Remote Control Mouse, etc. See separate file for details, eg: Parts&.

-5E020 Remote Control Stick with Switch: expanded in file REG20.

-5E090 Wireless terminals connect to central system.

% "Edit": limits R's functions. "Tilt"

-Each squeeze generates signals to control device. Eg: 4G010

-Exists: Creative Lab's Aero Duet wireless mouse and pen; infrared sensor follows movements of the mouse or pen in 3-D.

-See 3C-290 Bouncy: How object is played with triggers corresponding signals. Multiple "sensors" can be activated [simultaneously] according to the extent of pressure and or area(s) of object were manipulated.

-Exists: Wing Man Warrior, lets user k (keyboard) ("game's" "character). See: "Popular Science", Sept 1996 issue, p. 6.

DIAGRAM: 1uk~2display~**3osc = 4c = 5signal converter = 6tr/6rc (via wireless/wire) = 7signal converter = 8c = 9(product follows desired command).

D Notes - OTD: 48 hold in their memory data for access; 4* cart; 8 cart; cp; +1 image input tablet; 1* / 2* touchscreen; +4% +8% pd (rest of ps system is located outside the 12345"remote" control unit (not necessarily restricted to 89); "remote" "floats"**; 4**/5** fs; game%; 48 M; 4% mic +(voice activation control); 48* mo; 4** morning; 4 mouse; 48 pp/mp/mq/uq; 48**multi-user; 48 notifier; 48 osc +(beeps when: switches are pressed/activated; desired system(s) activate/deactivate; each type occurrence can have unique sound(s)/melodies), "notifies" via osc incase of malfunction; 12345 portable; 2 score; 4 tel/sp tel; 48* tds; 48% uip; 48 vc; 12345 %WA.

OTD 1: Transmission distances for radio frequency transmissions reduced according to local usage regulations (use re-transmitters). Can be in any shape/dual function/attached as a combination ^: necklace, clock, wrist watch, bracelet, belt (belt buckle), key ring, pocket pager, "air pad", %eye glasses, %ear rings, %hat, %head band, %shoes, wallet/purse/*bag attachment (or inserted therein), %umbrella (handle; rod for "tr"), car,

*bicycle, %ring, computer (notebook, organizer), tel instrument, attached to (door, wall, furniture (chair, sofa, table, bed). Is waterproof and can even be submerged into water without possible electric shock.
D: remote (uk)~c = tr/rc = function

OTD 2: Some of the below may be designed only for limited controls (activation/deactivation) if there is a limited range of possible triggering of desired control signals in the final design. In which case simple/complex controls/pp are handled via other means (buttons / keyboard / + Victor Co's AV System Remote Controller which works w (with) 13 types of audio-visual equipment).

CLAPPER: by clapping or whistling, user activates system. For more complex operations, the claps and or whistles or any other sound combination triggers corresponding function. Voice activation system too. See ^: Parts, "Clapper" file for details.

MISCELLANEOUS:

. % Interactive Projected Display: Display is projected onto any flat surface. User interacts with display by blocking light which goes from device to the flat surface. This generates codes by how the light reflection is effected. 3C-660-000000

. % Interactive Lock: Correct dialogue activates lock. Applications: students pass test before being able to activate desired systems like tv's and stereos; different and changing information can be required from special people seeking access into premises. 3A-891-042005

. % Magic Air Pen: Remote pen's movements are transmitted to computer. Make strokes in the air or on any flat surface. Each different stroke creates a different signal. (PD) 3A-790-042004

* Necklace Activator: Squeeze any link to activate corresponding function. Pressing two or more links simultaneously increases the number of possible transmission codes. A6-010-022001

. Remote Control Mouse: A wireless mouse with all standard functions of other computer mice. 3C-670-000000

. % Tel Activator: Can be activated by tel line. Caller does any one of the following:
-types in code ("access") into their standard tel pad to activate/deactivate device and or its functions
-remote control computer sends more complex signals
-may also get feed back from system, eg: status. Controller (person or device) decides which if any action to take.

. % Infra-red Sensor: Senses body heat. If sun light or room temperature change gradually, then system can normally ignore such infra-red frequencies by seeking only quickly generated changes and or working in conjunction with other types of sensors judging motion.

. % Camera Sensor: Compares the images in previous screen with new screen for any changes in each small part of the image. Changes cause an activation of signal signifying the type of change, eg: percent of scream that changed; the new color or shape of change; speed in which object moved within the camera's field of vision.

. % Image Sensor: Activate when certain images are shown to camera or scanner. Examples: printed symbol eg bar code; each person's unique eye ball (blinking in certain pattern may also be used as a separate feature to communicate in Morse code, etc).

. % Light Sensor: Senses changes in light measured by: presence or lack of light, or more precisely the amount of light; frequency of light, eg: color; duration and or time in which light was generated.

* Magnetic Activator: The presence of a magnet touching, or not touching within a few mm or cm, activates and or deactivates. Differing type magnets or other devices emitting other electrical forces give different commands according to the this activator. An activator may have the ability to transmit one or more different type signals.

. % Vibration Sensor: Senses vibration, eg: if person is walking or sitting on sensor; or senses vibration signals coming from elsewhere.

. % Smell Sensor: Senses different elements according to their smell, eg: plastic, particular people, animals, foods, bacteria, fungi, chemicals, dirt, pollution, smoke, perfume.

. Combination Sensor: The desired function is activated when any one or more of the sensors in this "remote" Part are activated.

. % Breath Sensor: Blow your breath into sensor in desire combinations. Works with smell sensor, not allowing eg: garlic or alcohol breaths; or can only be activated if system can differentiate between different people, eg: chewing certain type of gum or food. Judges also for pressure from mouth and or wind speed.

. % Environmental Hazard Remote Control System: For items that need to be activated in the extreme cold and or hot environments, and or those where there is high dust and or sand and or humidity or other items that may interfere with a normal switch mechanism, eg: in Sauna, desert storm regions, Siberia. 1C-100-083003

LASER 'KEYBOARD / SWITCH: Activate any function by only blocking the switch's laser light with your finger. 3A-751-042003 5A-460-042004 5A-710

Trip light generating codes to control almost any electronic product. The lasers can be pointed towards user as controlled by ^: remote~pd (user pp lasers to be 10 cm above the pd's location; user sees the lights on wall and knows where to strike desired laser (key(s)).

-D: D1: laser diode(s) = c ('computer) = display/osc. D2: laser transmitter = air distance = laser receiver = sensor = c = controls desired product according to code generated by user. D3: same as D2 except there's no 'air distance' between the laser transmitter and laser receiver. The user need only strike the light and the sensor near the laser transmitter knows it was struck somewhere (via the light reflected back by hand/object)

Laser lights may also be directed out into open space (lasers are directed (pp) so user can control functions of any product from their favorite seat wo (without) needing any apparatus (remote). Drawing: Laser transmitters = (person can trip any lights here w the desired 'code') = Laser receivers = sensor = c = control of desired product.

+-"osc" (beep: same or different sound according to code/laser) is made each time user: strikes laser / (symbolizes "and or") generates recognizable code.

+-User can control (uk) the positioning of the lasers via ^: "remote"=pd (so lasers can be near where he sits). Eliminates need for carry physical "remote" control device.

**-example: "tel" is one of the applications ^: great for wealthy people in kitchen who want to make outgoing call from speaker phone with dirty hands; artists and clay sculptors; scientists and doctors who shouldn't de-sanitize their hands

** Partial list of other products a "remote" can control:

Answering machines; Audio timers; Bar Code Readers - Writers; Billing machines; Binoculars; Broadcasting equipment accessories; Calculators: plus products that also act as calculators; Camcorders; Cameras; Card Systems; Car Stereos; CD; Clock alarms; Coffee makers; Cookers; Dictating machines; Direction Finders; Door chimes; Door phones with or without tv; Drafting machines; Electronic counters; Electronic drums; Electronic entertainment; Electronic jewelry (sounds according to type signal from laser keyboard); Electronic wind instruments; Electronic memorizers; Electronic translators; Etching equipment; Facsimile; Floodlights; Food Dispensers; Games; Gauges-strain or pressure; Guitars electric; Hand written image input tablets; Headphones; Hearing aids; Interactive products: television, computer training devices, virtual reality; Intercoms; Joystick Controller; Jukeboxes; Language learning laboratories (eg: tape recorders for language; Laser: applied equip, measuring, trimming; Lighting: controllers, studio equipment, fixtures home & office use; Light pens; Lighter clocks (table clocks with cigarette lighters); Marking equip; Massage machines; Microphones; Microscopes; Modems; Molding machines; Mouse - computer pointing device; Musical accompaniment systems - karaoke; Music centers; Music computers - synthesizers; Noise meters;

Nurse call systems; Office Equipment; Optical dividers combiners; Paging systems: personal / public; Pencil sharpeners; Projectors; Public address systems: general / mobile / portable; Public telephones; Radios - novelty; Radio communication equipment; Refrigerators; Remote control; Robots (for toys, hobby enthusiasts; excludes assembly work); Scissors electric; Solar; Sound level & vibration level instruments; Speech input systems; Speaker - public address; Speakers; Street lights; Stop watches; Studio equip; Tape machines: micro-cassette, voice sensing; Telecommunications; Television sets; Thermometers; Ticket issuing machines; Timing devices: clocks, master clocks, table clocks, travel clocks, watches, game watches; Toothbrushes - electric; Touch sensing panels; Toys; Translation systems electronic; Tripods; TV - Interactive: conference systems; telephone systems; Typewriters; Vending machines; Video games; Video: camera accessories, editing machines, video effect generators; Voice mail; Voice synthesizing equip; Walkie-talkies.

OTD for laser switch/keyboard (tel applications...): ACCESS **; BALANCE **; CART *; CLAP; "Composition" = Laser keyboard (5a-710) = *tel; DISPLAY (shows W5 of what's happening); EDUC** (can reprogram (pp) what each laser represents (for signal generation; EGH *); ENTERTAIN; EXERCISE ** (dial when wet: in sauna, where wet, while on jogging machine); FS **; MD * (osc); M; MORNING *; PP/MP; MQ/UQ *; MULTI-USER *; NOTIFIER; OSC; PRINTER *; REMOTE; SCORE (length/cost of call; tabulation of UIP); SP TEL; laser dialer (5a-710) = STEREO; SYNTH; TDS *; TEL; TOY *; UIP *; UK; WA**; [`Code': each laser can be struck like `Morse code' generating 100 possible type signals from each laser; the combination of codes from each laser can be (for three laser lights 100 times 100 time 100). So the total code (made from 1 or more lasers) makes the desired control, eg: on/off/change modes/etc. "Access" is also activatable via code.]

-For history of this product's development see: 5A-710, other N (invention) in other filings, patent application filed in Ukraine (Nov 1992).

+ REMOTE CONTROL JEWELRY 3A-1070: Produced by Casio (Remote Control Watch: model CMD10) after my initial filing of this idea! Watch with remote control functions. Controls entertainment systems, etc. Works with most remote control entertainment systems. Has more buttons allowing for more commands.

-saves from having to find and or carry a remote device

-to preserve space, device might have only a few of the important switches

-wear around neck option!

-designed for diverse systems, or sold with systems

o- 4A-230 Jewelry: functions as remote control.

-ear ring, ring, necklace piece(s), belt buckle, watch, head band. Insert standard remote control device options within for: television, radio, cd, tape, record, vcr.

-note: ask patent agent if these products are obvious.

. 4A-235 Remote Control Jewelry: control robot (home/commercial)

% BODY MOVEMENT CONTROLLER: Incorporates the 'Miburi' released by Yamaha after my filing of this idea! Dancer Toy: Create signals as you dance. Dancer's movements can be converted into an infinite array of different signals (as pp/mp). **Example: Moving of left leg can generate sounds of bells or drums. Each zone of the room in which user moves left leg, creates a different signal, according to the area (PS). History see: B7-120-022001

-Other virtual reality products that create signals according to body movements (gloves).

-"PS": According to which devices they are moving (dancing) near. Eg: if they are near one block (transmitting or receiving signals) then the shoes or the block will make a different sound. That is put the blocks where you want, these blocks create "sound zones".

OTD: All; remote; display; pp; mp; uk (desired sounds); interactive; toy; game; entertainment; microphone; exercise; portable; sst; bp; sp; osc; vc; egh; score; md; cart (sounds); cp. For indoor or outdoor use

% MULTI-SOUND ACTIVATOR B7-121: Each object's (stick's/toy's) position generates the appropriate unique signal (in tern making sound). Example positional sounds for toy airplane: ascending, descending, flying high or low, alert sound when enemy plane approaches. Also for dolls; toy cars speeding, turning corners; science. Infinite sound possibilities.

-For toy autos, dolls, robots

Technical: signals (sound emissions determined by): heights, and degree to left or right from transmitter, degree to which button is pressed in (either effects volume, or depending on the notched position of button the actual type sound emitted)

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-The further one goes in one direction, the greater the degree of change, or after a certain distance the signal (sound or music can change completely).

-Signal (sound) changes by angle of device, eg: toy airplane's make different sounds taking off and landing; also for toy cars & trucks; boats on moving water.

+-for greater array of possible signal generation per 'position', user may uk (simultaneously; desired buttons).

OTD: All; remote; display; pp; mp; uk (desired sounds); interactive; toy; game; entertainment; microphone; exercise; portable; sst; bp; sp; osc; vc; egh; score; md; cart (sounds); cp; distancer; clapper.

% C16. CAMERA DETECTS user's eye movements, view finder's frame is where the eyeball is looking. [Canon, 17 Jan 93 YD]

+-eye movements control products. Positions of eye represent different signals.

-OTD:

ACCESS **:(eye movements activate access); ARTIST *:(eye movements made art); CAMERA:(); CART *:(); CLAP:(also controls product/can be done in combination with eye movements (greater multiple clap and or eye movement codes creates a greater 'keyboard' of commands (letters/keys) via air); DISPLAY:(see what

was entered into c); M:(); %PD:(position also influences meaning of each code); PP/MP:(); MQ/UQ *:(); MULTI-USER*:(system differentiates between different eyeballs/vocals of different people); NOTIFIER:(); OSC:(); PRINTER *:(); REMOTE:(these other remote controls can also control all or some of the system's features); SCORE:(); TEL:(communicate via tel); UIP *:(system better understands how user moves their eyes); UK:().

.-this N# was in the RR dir renamed to R dir in 8.94, but developed earlier.

1G01 AIR CONTROL(LER): Remote Control.

-Signal generator: position of hand (object (held by hand)) in relation to the sensor determines the signal. This signal can then be interpreted in any desired manner.

--can have 100+ positions recognizable.

--applications^: turning on/off; altering the angle of (crt) screen; adjusting sound (balance; "balancer"; treble; bass...); changing tv/cable stations; acts as "remote" control.

-more than one hand / object can be used. Different objects can reflect signals (light) from tr differently to receiver, hence creating different resulting signals.

--some signals might only be created using two or more hands/objects.

-Adjust level (of desired output) according to hand's position in relation to the sensor.

-Applications: output - levels of light (the brightness of light changes while hand moves its distance), sound (decibels), etc.

--music playing (play drums / %key(board)s in air without touching anything)

-to determine at which point the hand/object reaching sensor, should trigger sensor, options include: sensor responses to the closet point hand/object comes; another simultaneous signal (foot pedal) determines at which point and how the (moving) hand/object should be triggering signal.

-D: hand/object=sensor=c=output (light)

-trade marks: Wish Control.

TINY REMOTE CONTROL:

.-has one or more buttons

.-can be worn as jewelry, eg: ear rings

.-can be stuck onto: id cards, books, doors, desks, arm chairs...

.-maybe most parts are on one micro-chip

CLAPPER ACTIVATED TINY REMOTE CONTROL:

-remote control might get pressed/squashed. Such pressing of buttons won't be recognized unless user 1st claps, whistles, etc in a single or complex combination.

.--thereafter 5 - 30 seconds are allowed for inputting onto buttons

CHIEF REMOTE CONTROL:

-can deactivate another remote control designed for same system.

-also part of a war game

5E-04 SYS RESPONDS TO CERTAIN SOUNDS: when heard, system will:

1] record / synthesize as programmed.

2] "notify" (emergencies)

3] function (otherwise) as programmed

4] misc: turn on/off* lights; lock/open doors/gates/*safes/el sys

+5] %: activates any of the functions listed in any of Kays' filed N. They type function(s) activated depending on the type of sound.

-D1: (Step 1: shake coins in pocket(s); Step 2: memorized; 3: user "pp" how #1 is to be "synthesized"; 4: user shakes coins in nearly any manner within mic's range; 5: "mic" records; 6: playback.

-D2: externally generated sound -> mic = sound analyzer = c (cart/m) = notifier/mic (recording system/synth).

.-"sound analyzer" is "pp" to only seek sounds similar to the original inputting of the desired sound to be selected. System should ignore other sounds.

Sound = "mic" = Sound Analyzer = Memory = Function

-incorporates functions of Roland's "Hanauta" system (rhythm from humming creates tempo for guitar or other sounds)

-Timex Data Link Watch: get info (appointments) from "c" via (infrared). PS '95.

MISCELLANEOUS:

. 'Distancer Remote Control: only functional when it is within, or outside particular zone

.-Products listed in `Popular Science' 4.94 issue, from page 66.

DIAGRAM: Remote ("R") = Things to turn on/off/control via "remote":

. DIAGRAM 1: 1 Remote ("R") Controller = 2 "UK" = 3 Transmission = 4 Receiver = 5 Function = 6 Computer ("C") = 7 Transmission = 8 "M" = 1A "Remote"

. DIAGRAM 2 (mergeable w/ diagram 1): 1 = 2 = 3 = 8 "M" = 1A / 7 = 5 = 6. Note: 1A may not be connected to 5 or 6.

. DIAGRAM 1&2 NOTES FOLLOW:

1: General: *"Remote" functions can apply. Can include computer/analyzer/memory/"display"/"notifier".

-OTD: access; remote ("R") is a type of air pad; alerter; all; balance; cart; cc; character; cm; color; cp; cr; date; display ("S"); distancer; "C"; float; "mic"; %mo; morning; motion sounder; mouse; mp; mq; multi-user; notifier; osc; portable; pp; printer; rcp; score; sp tel; *synth; tds; tel ("T"); tilt; toy; tr; uk; uq; vc; vr; possible activation/control w/ or without "remote" via: 1 - food pedal w/ one or more levers/buttons, 2 - voice activation ("clapper")

o-"Remote" can be physically attached/built-onto one or more of the following: watch for wrist, necklace, *ankle, arm strap; tel ("T") w/ remote ("R") controller (tel is with cord/cordless [radio, cellular]); hat/head band; shoes; bag; big wallet; common pagers; pen; necklace; ring; bracelet; flashlight; car control panel; entertainment system's control panel (stereo, VCR, TV, Cable, Video game); key chain; lock system (on or near a lock, eases on/off/other control of needed items when entering or exiting)

.--(can also be built as only being a remote ("R") control device):

o-2: "UK": user controls functions ^via: keys

o-3/7: transmission via: "tr"; "mo"; infra-red light; cellular tel ("T") frequency; other radio frequencies; %distancer: each zone has own possible/actual function; "clap" = controls 5-function: this can be an additional way in which to control

-transmission can be to any receiver, this receiver in tern transmits to any near or distant location (user's "remote" in room #A = transmits = receiver = re-transmission = function; helps solve problems in limited ranges for infra-red).

o-5: One or more of the possible function(s) that can operate in separately and or together in any combination. Functions:

-Radio/TV/VCR/VTR/karaoke/stereo (CD, MIDI, records, tapes): selecting station, "vc", *synth, seeing multiple channels simultaneously, changing how audio is heard (via earphones/speakers).

--Oven: microwave, electric, gas; Auto Cooking Timer 3C-141

-Burglar alarm system (eg: activation/deactivation; volume of alarm sound setting; other features). For car; home; office; factory; etc.

-Tel: * May also dial out on speaker tel: in which case if there is technical error possibility, system will state number dialed and ask if this is the correct #, then user signals yes/no.

--has a separate pad ("remote"/"air pad") with dial pad for making tel ("T") calls, "mic", speaker (can also hear through headphones)

--tel answering machine: hear incoming messages, make/change outgoing message (from any location of course)

-Door opener/closer: sliding; elevator; locking/unlocking doors; refrigerator; closets; small door designed for letting in pets (don't want stray pets coming in too); doors/lids for garbage disposal. Know who is at door w (with) "wa"

-Flush toilet, turn on water tap, heat/cool water or any other liquid/chemical/solid (metal, stone)

-Lights turn on/off/change amount of light (lights for: room, desk, garage, garden, security, spot/flood lights); change the color light; program when on/off/change.

-Heater/Air Conditioning

-Computer: saves time from having to sit next to computer ("C") waiting for it to be ready when turning on; forgot to turn it off and already sitting down - no problem; controls printer: # of copies wanted, activating sheet/envelope feeder; xeroxing

-Pager: transmits to system which in tern pages/calls/"notifies" person(s). Each code gets different party. Receiving person can get simple or complex message ("Vladimir wants you") only received by designated party/other parties too.

-ID system: transmission of code from user designates their identity resulting ^in: "access"; locking/unlocking anything; "tds" (time punch system designating # hours worked, when "remote" signals starting/finishing of work = computer ("C") memorizes = tabulates pay checks = prints (checks, reports on their type activity).

-interactive games (video games)

-Interactive Station Selector (for "stereo") 1C-180

%-Remote Audio Visual "sensor" Alarm: 1c-250. play back any strange occurrences.

-Remote Control Mouse 6B-920

%-Laser Glove 6B-970

-"Air Pad"

-Ear Alerter 3A-600: Notifies person without disturbing others

-Light Activator 3A-730: lights turn on where-ever "remote" is taken (then can automatically turn off when exiting area(s))

-Remote Notifier (alerts user whenever desired occurrence has taken place in remote ("R") location) 4A-300

o-5's OTD: gaining "access" into something (door, usage of normal/long distance tel line); alerter; all; %artist; balance; cart; cc; composition; date; display ("S") (data: news, tv, art); educ; entertain; "C"; float; fs; game; interactive; system may also be controlled by standard use of its buttons for same and or additional keys ("UK") = functions; md; 5 can itself be a "M"; microphone*; mo; morning; motion sounder; mouse**; mp; multi-user (each remote ("R") control has different identification designating itself from other "remote"/users; notifier; osc; collects/analyzes/memorizes/ disseminates (display) UIP information, advises (eg: horoscope, therapy(TGH)); portable; pp; printer; rcp; score; sound analyzer%; speech%; sp tel; synth; tds; tel ("T"); toy; uq; vc; vr.

o-6: Computer ("C"): analyzes/memorizes/controls 5-function. Also gets controlled/data from "M"

o-8: "M": can better help 5-function (eg: "M"' "PI" tailors 5-function for user(s))

-the optional 1A part of 1: Information/PI/commands fed into "remote" (the type of response from "M" ^may: be needed; influence; interact with "remote".

REMOTE ("R") CONTROL'S RETRANSMITTER:

-transmission can be to any receiver, this receiver in tern transmits to any near or distant location (user's "remote" in room #A = transmits = receiver = re-transmission = function; helps solve problems in limited ranges for infra-red).

REMOTE ("R") CONTROLLER - SPEAKER BALANCER:

Automatic Speaker Balancing System 8B-110 & 1C-290: "remote" tells sound system via its transmission (tr), the "remote's" location, in tern speakers balance their sound so person w/ "remote" hears sounds from all directions in near-balance.

o-Misc: remote control can also be on your watch or any remote ("R") control. For "stereo". Technical: "remote" may be included/omitted from system. Transmitter can be on infra-red (in which case the changes in light frequency signify distance), radio frequency, distancer. [End of section moved from 2E 3.95]

OTD: Remote contains little light that identifies its location (can be activated automatically/pp when its dark).
-Ball which is rolled on sensitive platform which also has separate additional buttons. Acts as "mouse" for computer ("C"). Manufacturer is Spaceball. Saw in 15 Mar 94 "Brutus" published in Japan.
-Devices such as the `Miburi' product i developed and later released by Yamaha; plus other related control mechanisms (gloves) used in virtual reality.
-Control mechanism as used in Sony's Walkman WMWX88.
. AIR PAD * = Portable remote ("R") image input tablet. User inputs data or commands into portable pad. Pad then transmits signals to base unit which in tern does commanded function. 3A-580-042004
-D: 1 k = 2 remote ("R") = 3 tr (transmits) = 4 base ("C") 5 tr = 6 "S" / 7 function / 8 "M" / %9 distancer
-OTD: 246 "S"; 7 % artist (design images for wall projection, creating temporary art which can remain projected on wall for minutes or years, such images can also be rotated about like circular slide film projectors, such images can be: directions, warnings, time clock, moving art); 124568 basic; 48 cart; 245 cc; ch; 6 character; 7 %[composition (air pad has functions of an electronic keyboard & sound synthesizer; 7 playback option in the separate stereo - speaker system); and this may be done in combination with artist, user creates and or controls generations of sound with visual effects]; cp; 9 %distancer (the distancer will activate, deactivate, and or make signals according to its "location" in relation to other distancer parts and or the main unit); 4 both portable pad and main unit store, process (edit), and keep in their memories; 7 print, projections onto external surface (wall, scream) via lights; for group presentations, playing go or chess, etc; 7 speakers.
-"R" and "UK" and "K" may be replaced with the other(s), eg: R ('remote control) can be replaced w (with) UK, and vice versa (depending on the application). See "K" for details.
. C16. Camera detects user's eye movements, view finder's frame is where the eyeball is looking. Jan 93 X. u (user) "accesses" from his c = "M". Drawing: C16=tel~remote
. C21. Beeper can send written messages via wireless; wireless portable terminal. 29 Dec 93. Drawing: c ('computer) (C21) = tel~remote
. C79 System converts spoken words into readable words on computer ("C"). Such spoken words may also K (control system). 14 Mar 92 NK. Drawing: C79 = tr = c.
. Seiko's `Sound Producer' related to my earlier filings. This remote ("R") control stop watch has editing functions for the VCR and music systems (CD). Sales began 3.94 (publicity started 2.94).
-2D-150 Remote Control Game: Player's units "interact" w (with) other player's units via wireless "air pad". Non game applications too.
-"Billing"
+-R ("Access" mode) = C = Controls desired functions:

Most of the functions used to gain access as described in this or any other N, can also be a form of R control. The idea being that generation of signals is the inventive factor = once those signals are in the system = system interprets them as programmed.

Examples: each image created corresponds to different function, such as drawing a circle turns on sys, and a dash turns it off, and a long forward arrow --> takes u to next screen or file or function or sw, or a short forward arrow -> moves cursor to left - like with the arrow keys on standard keyboards.

-Exists: image input tablets, computer scratch pads (which now replace c ('computer) mice).

-Study all KN (invention) and Parts with "Access" parts, eg: 4E030

% US Patents: search strategy: remote adj control [has several thousand patents]

WRIST REMOTE ("R") CONTROL DEVICE: Applications (Controls via "R"):

. 7K-010 Computer ("C") (PC)

-turn on/off computer ("C")/printer/other peripheral

--select desired SW ('software) desired, and or specific file. Can program watch while going up elevator to office.

--ask for certain info to be spoken / printed while user is away from system

. 7K-020 Tel ("T"):

-activate speaker tel ("T"); answer call / dial any number / speed dial (memory)

-tag along: system redirects calls to the tel ("T") you are nearest, thereupon the actual ring identifies who the call is for (see related N (invention) with different #)

. 7K-030 Pager:

-receives/sends messages -> which can be viewed on the display and or -> re-transmitted to C (by wire/wireless) -> "displayed" / printed out / stored in memory of (R/separate C).

. 7K-040 Medical:

-C=R has sensors which monitor patient. Symptoms are stored and analyzed in R ('remote control) ~ c ('computer) (physically separate from R). Compiled analyses are sent to system (C) for monitoring. C alerts if patient appears to have trouble.

. 7K-050 Laboratory:

-control electronic device(s)

. 7K-060 Miscellaneous Uses:

-turn on/off lights (when entering/leaving home/office)

-controls air control systems, adjusting to: 1] presence of anyone; 2] multiple watches means extra work needed (eg: air conditioning)

-stereo, tv, vcr, oven (microwave), stove, prepares bath, gets hot water started.

-voice activation, by pressing button(s), voice activation mode begins

. 7K-070 Security:

-lock/unlock door: room, car

-identifies who is coming in and out by the transmission's code. A form of "punching in the clock"

--know where watch wearer is within the premises (PS)

-intercom system: hear who ring at door (via speaker tel ("T")), then press R ('remote control) to unlock / open door letting person in / out.

. 7K-080 Packaging Design:

-there are buttons with symbols and numbers. Eg: tel ("T"); light bulb; door.

-can be worn as^: wrist watch, necklace, ankle bracelet/watch, strap around any body appendage or part, eg: neck, arm, chest, waist, leg, fingers, toes; wear in hair via: pin or strap; ear ring; % glue to skin

Touch screen version [to save space and allow numerous functions, showing only needed buttons.]

OTD FOR FILE 7K:

. Battery may be 1 or more years.

. The term `control' in this product section can include one or more of the following:

-turn on / off;

-adjust function according to UIP of the R nearest to the device *(for multiple nearby R: system approximates a mode of operation likely to be suitable to all/most of the people with their R). The R carries a code identifying itself from other Rs.

-have the desired function carried out by the applicable (electronically controlled) product such as one or more of the following^: % increase/decrease the intensity (volume, frequency), have one or more of the possible functions controlled...

. Diagram: user = (R ([tr/rc] = remote ("R") control device = C)) = electronically controlled product = desired function.

** "R" SECTION - Maybe Less Important:

Clapper, etc. See separate file for details, eg: Parts&.

-5E020 Unique 'R device: expanded in file REG20.

-5E090 Wireless terminals connect to central system.

% "Edit": limits R's functions.

-"Tilt"

-Each squeeze generates signals to control device. Eg: 4G010

-Exists: Creative Lab's AeroDuet wireless mouse and pen; infrared sensor follows movements of the mouse or pen in 3-D.

-See 3C-290 Bouncy: How object is played with triggers corresponding signals. Multiple "sensors" are activatable simultaneously according to the extent of pressure and or area(s) of object were manipulated.

-Exists: Wing Man Warrior, lets u k ("game's" "character). See: "Popular Science", Sept 1996 issue, p. 6.

End of 'Remote Part Description *

ROUTE / ROUTER

System 'analyzes user's needs and routes them to the designated points in system or where it's linked.

7J11 EASY RECONNECT:

Callers often get disconnected when being transferred or after having been on hold. Or during long hold times, the caller may need to take another call or leave the phone. System in these circumstances puts the caller right back where they were when the caller with caller ID presses their redial button.

-If person gets disconnected and redials back, system will (via caller ID) route call to same extension number within large telephone system if extension line is free. Caller got routed around via receptionists, then doesn't know extension they got connected to. Then got disconnected, they can redial. For any subscriber or within mammoth organizations, eg: governments, Sun Micro Systems.

* Details: both caller and recipient can [try to] 'track [down] the other earlier parties to reconnect, and complete call.

-Telephony Categories To Reconnect [specific channels/segments/frequencies/software]: satellite; gps; internet; [in-house] networked computers; wireless communications [security systems].

-Telecom TM: Stay Connected; Reconnect; Easy Reconnect; Extension Reconnect.

EXPANDING SCOPE OF INVENTION –Jumbled Examples Follow %:

[Parts Section #1]: U (User of this Invention) = Applicable [telephony] Functions Of Invention [] ~ 'C (CPU) =

[Parts Section #2]: ACCESS (Security Control)[to prevent illegal access, reconnection only works with authorized users, caller ID 'tagged calls] // MULTI-USER [different reconnection features available] // NOTIFIER [all tel numbers in call notified (of a disconnect) and any other available info about the call or caller)] // OSC [] // PR (Programming) [] // PS-ZONE [call back only to designated tel area codes, prefixes, zip codes] // SEEKS & REACTS [seeks who got disconnected via whatever means possible, eg: 'tracking] // T (Telephony) [] // TRACK [] // UIP (User Info Programming); WA (Walk About) [for mobile phones & telephony].

* Sections 1 and 2 interact.

MISCELLANEOUS: This 'Router part section was previously product number: 3G050 (T) Router.

.-quality codes <3.5, 3, 2>-the "T" applications in a major t sys.

Sys also reroutes u (user who originated the call/inquiry/usage) within following applications:

1] Information highway (internet): u can relocate from where they left off. Helps u surf (channels, programs, channels, db, m). See lower points.

2] Bookmark: Software's / Compact Disk's: (within the information highway or u's own c).

3] Related material finder:

-(upon reconnection) sys will allow u to see/get related (uip of previous material experienced / uip of u (for that application)) material/data. "Analyzer" bridges/finds related material for u via: uip of previous and subsequent material, eg: key words, subject categories, (geographical / subject locations).

-s of t/c show related tel extensions/tel #s or data material locators.

-sys keeps track of u's past research/activity (pertaining to particular material/application, or all material studied by U (within certain time frames).

-"score" is utilized in determining validity of related material. If there is a commercial or line/pr is busy, such will get a correspondingly (slightly) lower score, according to the anticipated length of the interruption (determined via: uip of service/info provider; how busy u is; time of deadline for u's project).

-"analyzer" sorts and organizes files of material via: key words; codes labeling (filed) material; uip; score; *status; tds*; access; source of material (which db / m / u / client / sw or sw directory or file material originated from or is targeted to).

-uses technology like yahoo's web search engine that finds other sites similar to those user found.

4] Continue from where another u left off. (Co-worker) may allow subsequent u to continue activity as if 2nd u: already knows all 1st u knows, or 2nd u gets history of 1st u's material, then continues from where 2nd u left off.

5] sys remembers the type mode/channel of previous tr, eg type: long distance carrier (t), t line, radio fq. Advantages include: saves money and time relocating which tel # is cheapest to redial via which long distance carrier, eg: MCI's calling circle plan giving greater discounts to particular tel #'s.

6] Timing of reconnect:

-When target sys / k has more / fewer commercials (9G220); more or less of desired sw / pr / customers / (desired) employees.

-Cheapest time of day. Sys "analyzes" cheapest / best tr mode (for initial / all tr). Retransmits / reconnects at other cheapest / best modes, eg: cheapest time of day according to t or m's charges; when target sys/m/t is best equipped to handle interaction (eg: 9am to 5pm - target time zone, due to presence of their personnel).

7%] Identifies next occurrences - better tying u w/ info/sys.

-what are the next departing vehicles (if after u missed their connection): airplanes, buses, trains... "Analyzes" wait time for connection(s) and balances with travel time, eg: if traveling tomorrow takes half travel time sys will suggest u spend night at hotel, and (re)-begin travel day.

-cable / on-line programs (movies, concerts) (matching u's uip/request).

8+%] If can't reconnect to previous point (t # / program / data) sys will compensate for what's next best or better. Eg: get rerouted to person's supervisor (via t); next best movie/db (as determined by uip of u/movies/db).

9] Transmitter identifies itself and allows itself to get tagged, so receiver can follow transmitter despite: changes in channels, problems, interruptions, etc.

-Changing of channels by transmitter: Sys follows service providers / * t extensions, which change their location over time. Eg: VOA (Voice of America) tried to combat communist short wave radio jamming equipment by changing their broadcast channels, just after telling listeners to change their (radio) dial/channel.

W this N, the receiver's sys will catch (inaudible / non - visible) code from transmitter (service provider) and (automatically) change channels (at time code says) = u may experience little or no interruption.

-also applies to: mobile tel going out of range, or getting poor reception; programs being sold to alternative service providers (as scheduled for the future); organizations changing their tel numbers or extension numbers, eg: co moves to new province, or person gets promoted to differing job/function.

10] 'Track - follows/reroutes to any telecommunication transmission/data.

11] "Score" rates frequency connections/routings are made from one point to the next.

-Values: in t - companies might alter their business directories giving greater mention to such departments. "Scoring" done via: call / connection counts; length of time per connection; dollar revenue per call or for all (rerouted) calls. Employees who route calls which are too often rerouted again (via score), are taught to better give correct connections in future, or learn the co's business directory better.

12] "Tracking" of routings used for developing: UIP; better (sw, book) instructional manuals/directories*; -ACCESS (procedures); PR (sw); Q ().

13] Sys "tracks" while continuing to (re)route communication / data transfer as many times as needed but limited only by: expandable c (memory, sw, other circumstances).

-Sys develops history / log / uip for each communication and or combines logging with inquirer's / u's previous (attempts at) communication. Values: develop uip = better route communication.

- (Human) Body Parts - Control R According to how they are touched / %moved. Examples: eye movements control 'computer cursor.

REPLACEABLE: Usually one or more of following parts are replaceable w each other for N patent application expansion purposes:

1] Target points - the wanted information / communication: mm sw pr (connectable via telecommunications); each telephone number or extension (with that side's hardware / sw); db (connectable via telecommunications).

2] Communication mode applications: route; reroute; connect; process of gaining "access", eg: getting into sys (via password); call (to designate tel # or extension); sw%; pr%; t; r*

3%] For Scoring applications - deciding what (w5%) needs to be routed (w5%): "score"; "status"; uip; analyzer; brain; multi-user%; tds*; visual analyzer%; db*; "tracks".

OTD D1: U = This N Sys (Router) ~ C ~ T =
ACCESS ("tracks"/routes u to designated function/sw/additional access point); ANALYZER (w5 routing is made); BILLING; CART (controls routing; cart has data to which routing can be made); M (); MO (); MULTI-USER ("tracks" each u); PS ("tracks": u, portable N); SOUND ANALYZER ("tracks" similar/same sound in different times or places); STATUS (); TDS (); T (); TR (wireless*); U (person seeking to communicate or get information or * use sys); WA ().

+ 3G010 TELEPHONE DELAY: incoming calls/t/information highway communication is (re)routed when u/sys doesn't respond (appropriately) or answer (pick up t by: hand or answering machine).
-This invention well developed in file ii\3g010

*? 2E251 INTELLIGENT MONITOR: Sys routes differing aspects of 2E251 (which "sensor"/analyzer should share information w which: c/sw/guard. Or, "tracks" moving/walking villain over minutes / months (when villain pops in and out of 2E251's sensor range.)

STEPS IN (RE) ROUTING:
-1.-Dial tone -> U places/dials: call / (attempts) c to c communication.
-2.-contact made
-3.-uip / identity codes from both sides of communication are tr and rc by both sides. Enabling: "tracking", CID.
-4.-from this point branches in two possible directions:
4T (telephony).-caller gets disconnected, or wishes to redial back to same extension. Caller action: a] presses special redial button. Or, b] if call was not last call sys made, caller checks log of their t=c to identify tel # dialed/tds/code of call made. Sys then (automatically) dials same tel # dialed before then reroutes to designated extension, or sys simply dials directly to specific extension, bypassing, intermediary tel points/#'s.
4C (non-verbal computer to computer communication).- U's c finds where they were w/in: m / info highway before (at any designated previous occurrence) via software bookmark (whose memory is in u's / service provider's c).
-last or most commonly used aspects of: sw (in remote / u's c) is what first / more readily pops up on u's computer menu, as is already common in softwares, saving u's time.

OTD D: U (T = C) = This N Sys () ~ C* =
ANSWERING MACHINE (can be a t extension #)*; BALANCE *(); BILLING; BVA (score -> uip -> tag~route = t); CID (); CONFERENCE (route to one or all of previous conference; sys automatically sets up conference calls for same u at pre-designated times (as in c memory)); FS (can t extension #); GAME (m = mm "entertainment"); INFORMATION RETRIEVAL (); K (); M (); MP (); MULTIMEDIA (); MULTI-

USER (each u has differing: CID / uip / access*); NOTIFIER (cause of a t disconnect, eg: other party hung up, or sys accidentally disconnected); NOTIFYING CALL ()%; PORTABLE (t); PR (); +ROUTER (); S (); SCORE (); SOUND ANALYZER (); STEREO * (); SYNTH (); TDS *(); TRANSFERRING INTER-SYSTEM TELEPHONY (); UIP *(); VOICE MAIL (); VOICE MODULATOR (); VR % (); WA %().

TELEPHONY APPLICATIONS - MISC:

-Sys will tag any electronic telecommunicated communication/data/mm, and possibly give additional methods/strategies for receiver to reconnect/find transmitter.

-Non telephony applications, eg: routing within computer sys.

-Problems: See 3G010 Tel Ring Delayer. Cooperation with tel co may better allow tracking between most types of tel systems?

Can be done?

* Exists: Recipients can return calls to numbers they missed; caller ID.

-Miscellaneous: Recipient might keep their line free from incoming calls by keying into computer that they feel they were disconnected.

-tiny incremental benefit; there are 700 #'s, e-mail.

-how does sys know caller got disconnected: either the caller or receiver has to press some buttons, eg: "got cut off". Can be marketed since helpful to already be in the tel business.

--if receiver presses button, this (better) allows caller to get back.

-PBX type memory function. How know who it is if caller not via PBX - integrate w/ caller id (CID).

-the caller initiates the return call.

-receiver's tel sends signal (to caller / tel co's m) stating its extension number.

--might need to control all PBX tel systems w/in sys.

--wouldn't need (all this) w/in one telephone network, eg: each call is to an extension number.

-redial: even if not disconnected.

-easily implemented. Hardware records how patching was done, then this can replicated.

* OTD D2: T / C =

*ACCESS (); ANALYZER (caller ID; sys knows how incoming call was rerouted, hence redialing made possible (via memory too)); BILLING; CART (receiver's location, extension); M (call routing); *MIC (); MULTI-USER (distinguishes between different extensions, tel #'s of recipients); NOTIFIER (t rings); OSC (); PR (routing); Q (allows user or programmer to: reroute call; study call patterns (within) organizations); S (); SOUND ANALYZER (converts sounds via synth to make more appealing); STATUS (); SYNTH (); TDS (w5 of calls); T (); UIP (call routing behavior for each caller, each recipient); WA (t)*.

-D1: caller = t / c= telephone company = (t switchboard at recipient's co.) / c = t.

* PATENT SEARCH Strategy for KN: 3G050 Call Router:

-str Bib 8.94 CD: call* rerout*

--misc kw: disconnect, redial

-Str APS 69'-78': (tel* or call*) and (rerout* or reconnect* or reallocat*). Key words: software* program*

-US Pat No's:

--* 3479464; 3553373; 5255315

--+ 5239571 Radiotelephone device capable of automatically reconnecting an abnormally terminated communication line: however extensions not mentioned in abstract.

US PATENTS [12.95 bib disk] for "Route":

-kw: route*, routing*, designated point/place, interactive, software, program, computer

-str:

-US Patents: 5416835 from AT&T 5274643 5473595 5473267 5469432 5469078 5467452 5448485 5426738 5404525 5404055 5369680 5335269 5311501 5477536 5475813 5475598 5473598 5461624 5461611 5450578 5426427

SYSTEM ROUTES u / other systems / programs to designated data (db) / program / other contact point (tel number). "Route" is to some degree a subset of "Edit". "Edit" is a subset of UIP. However, some aspects of "route" are outside UIP's scope. `Search & Replace' 5G061 (Dyslexia SW, etc) is sometimes overlapping with "route's" scope, eg: "route" provides necessary data for the search and replaces sw function. `Search and Replace' is a type of "Edit" part.

-A code (access, el `water mark') encoded in sw/data* limits how sys / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

SW 'edits out [sexually explicit images]. (It blocks TCPIP flow). Their employees monitor the information highway web, updates are sent to user who then is unable to "access" certain sights.

--Surfwatch Software, from Surfwatch Software, Inc., 105 Fremont Ave., #F, Los Altos, CA 94022. Tel. 800 458-6600.

-"Billing": bills for what / how u is "routed"

+-3G050 'ENTERTAINMENT PROGRAM (RE)ROUTING: Sys will route 'user to other (related / better) programs, eg: based on UIP of u/programs.

-details in the 'Edit part.

REMOTE CONTROL PARTS:

. See 3A580 Air Pad: Remote ("R") image input tablet. Projects users' images onto any white wall, movie screen,

. See 3A751 Laser Keyboard.

. See 3A790 Magic Air Pen: Remote ("R") pen's movements are transmitted to "C".

. 5A460 The Touchless Switch.

. 5A490 Laser Artist: this laser art device will record movements of pen (when in active mode) into "C".

. 6B970 laser glove:

. ++ R123-1 Eye Controlled Touchless Keyboard:

. "Access" = "R": Any electronic signal generation method can be used as requirements for passwords. Eg: any "R" or "K" KN is also utilized for generating (in unique a manner) signals which are subsequently interpreted as passwords.

. R123 Camera detects user's eye movements, viewfinder's frame is where the eyeball is looking.

. 4J050 Mouse Restrictor: Ease in moving mouse is restricted as a 'guidance system.

* 5E050 Body movement = "R":

A9-03 COMPUTER REMOTE CONTROL DEVICE:

Turn on and do basic functions away. Can opt to have letters appear much bigger too. Great while eating breakfast with family, doing something else, wanting to reduce time away from dangerous computer screen, etc.

6B971 REMOTE CONTROL RETRANSMITTER:

To have more freedom of movement and sitting around a room, the "R" control send messages to the receiver and also the re-transmitter. Re-transmitter is in a different position of the room, so if the distance from "R" control transmitter to receiver is blocked, the re-transmitter in another location of room can receive and then in tern transmit to the main receiver.

-Exists: mirror reflector enabling transmissions to go around walls.

-OTD: "remote"; basic; bp; osc; "T"; tr; mo; cp.

* 1G06 CONTROL [SPEAKER] TEL via remote control. Dial via wristwatch.

-User speaks out special word (or "claps") to activate "speaker tel" (for in/out going calls). Out going calls: after tel ("T") is turned on (same as if receiver is picked up), user presses buttons on his "remote" control device which makes the necessary airwaves signals (sound, light...) to dial out the desired number.

-patentable?

-D1: k = t = watch (Casio Wrist Remote Controller/GPS/Watch/R/[k=access]/osc*

-D2: uk = c~t = osc

R121 ACTIVATE/CONTROL product ("stereo") by tripping one or more laser light(s). [Sony?, Aug 93 YD, Aug 93 MF]

-OTD:

ACCESS **:(); ARTIST *:(); BALANCE **:(); CAMERA:(); CART *:(); CLAP:(); COMPOSITION *:(); Display ("S"):(); ENTERTAIN:(); FS **:(); "M":(); MORNING *:(); PD:(); PP/MP:(); MQ/UQ *:();

MULTI-USER*:(); NOTIFIER:(); OSC:(); PRINTER *:(); REMOTE ("R"):(); SCORE:(); STEREO:(); SYNTH:(); TDS *:(); TEL:(); UIP *:(); UK:(); WA:().

* 5E070 VIA VERBAL MODE CONTROL u's osc: Clap or make verbal commands to alter/synthesize sounds being played back/composed/generated/synthesized. Can function during the broadcast of the sound as well. .-1 "mic" = 2 sound analyzer = 3 recorder. 2 only picks up on the vocalized or "clap" sounds and doesn't let it be recorded.

*1G140 5A-710 "ARTIST" = LASER KEYPAD:

Laser Dialer: trip the light for the specific number wanted. Invention has 100 or more lasers (for 0 through 9, on, off...). See past patent filings.

-this N copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.

-Applications: there are 10+ different channels in which one can run through (their fingers), and thereby strike laser codes. Each struck code generating signal (as pp/mp) to effect desired image (on c's "display")

-way (object/hand*/finger) is moved (within laser's field) determines the graphic output. Can draw; select graphic symbols and drag them by entering other signal (foot pedal/press another button/hold down mouse/have finger located within certain position within laser field).

-D: laser tr = laser rc = "sensor" (senses if/when/where light path was interrupted (by finger) = c (analyzer; cart; pr) = s/printer/osc (makes music according to signals made (c holds audio's memory)

+-the depth in which the object (finger) penetrates into field (laser lights) has one or more of the following effects: the object's width is interpreted as being wider the deeper it goes in; * color alter by degrees of shades; for 3-dimensional art, the depth is conveyed in the final piece (art) (bigger grooves/cut out areas, eg: making model of mountain topography).

+--however depth of finger can be replaced by level of pressure sensitive sensors.

--having many lasers close to each other, and in: * higher and lower positioning, allows added features.

+-placing an object in the (laser) field determines: (codes for) the building of its replication, into: plastics, clay, metal, *wood...

--see the 3-D Imaging device N i developed probably in the earlier A or B directories. This device made the 3-D object as well.

--can take "camera" pictures of object, getting codes for its reproduction.

--D: sensors (camera; laser tr = rc = sensor) = c (uk/s/printer) = machine which makes desired output

-can alter the outcome by^ editing, having standard pr.

-also useful for physically impaired people (w poor hand movement control)

End of Router

'S [COMPUTER SCREENS]

4A420 SEASONAL DISPLAY: according to season, "S" automatically changes appearance to meet season's theme. Displays graphics and or verbal messages and or announces appropriate verbal greetings.
-Related to the popular American custom of decorating stores according to the upcoming holiday, is the holiday serious or not. Such decorations are shown to increase sales.

R39 #1: FOLDABLE LCDS. #2: Thin wall hangable displays. Monochrome/color. [#1: Casio Micronics Co. #2: Sharp Corp., NEC 4 July 92 NK]
-OTD: ACCESS:(write in (signature) something with particular finger onto screen: system identifies/seeks^: width of finger, body temperature (can allow differing temperature parameters considering weather's effect on finger's temperature); applies to foldable/non foldable screens/sensitive panels; mark may/may not be left for user to see on the sensitive tablet (s) at the time they are making their impression onto tablet. ARTIST:(see R39-10: Finger Art); CAMERA:(take picture (stored digitally -> alter image via "artist"); CART*:(); COMPOSITION*:(screen folds/bends according to the type application^: musical composing/playing instruments); ENTERTAIN:(fun colors on "s"); K:(screen becomes key pad ("k") [saves space], is sturdy enough to take hand key strokes (without "s" being backed by anything other than the screen's strengthening structure); NOTIFIER:(); OSC:(); PR:(type color combination sets on "s"; other standard alterable effects on "s"); PRINTER*:(); PS**:(); Q*:(); S:(); WA**:(walkmans; portable electronic equipment (saves space for "s"/"k").

* 2G23-C108 PROJECTOR PROJECTS images of solid objects on a display ("S"). Fuji-Xerox. 8 Sept 92 YD (Yomiuri Daily Newspaper, Tokyo).
D: c~c108=tel=c~c108. Transmit desired element wanted to be projected via tel ("T").
End of 'Screen

SEEK & REACT =

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-Tagged Cascade Effect 7J08: System hones in on a specific sound, then cancels other sounds that are outside the range. This makes the desired sound clearer, with less background noise. System 'reacts when the 'tagged action occurs. Hones in on anything effecting man's five senses. 'content analyzer, 'edit, 'seek & react, 'sound recognizer, 'tailor, 'visual analyzer.
.-List of 'Reactions to Sounds in file 2BQ. 'SA -> 'Reaction -> 'Customized Function.

TERMS: each term can be expanded and or also called by following:

. Seek: *sensor; *sense; detect; determine the existence or occurrence of situation or element; view [via 'camera]; *ba; %db; mic; ps; 'predict; [when] 'score/'status/tds [has been reached]; %tilt; %uip; 'vibration; visual analyzer.

. React: how system responds; what occurs subsequently; automatic reaction; ....results in...; an event or occurrence triggers a reaction.

. Trigger: what 'seek is seeking; the occurrence= that starts the chain of events= leading to the= 'reaction.

THE SEEK PORTION - OTD D (Drawing): WHAT CAN 'TRIGGER A 'REACTION:

U / security personnel = This N (invention) Sys' ('Reaction) ~ c ('computer) = Triggering effects [long list follows]:

ACCESS: hacking; trespassing; desired accessor seeks [illegitimate] access.

BILL / BILLING *: u exceeds credit line; doesn't pay bill timely

CART *: responds according to type cart used

CLAP *: R ('remote control) -> desired response

DANCE *: mammals moving in undesirable patterns.

DISTANCER: specific movement pattern: as measured by 'visual analyzer or 'ba.

EDIT: how something was altered

EDUC *: how well student learned= as determined by their "score"; what sys (electronic 'system) / student chose to teach/learn.

EGH *: algorithm for how student rises

EXERCISE **:

GAME *%: algorithm for player's behavior

MD / MOOD *: mood of u

MORNING *: reacts if u (user) doesn't awake / get out of bed / do "designated" action (soon after) alarm

MOTION SOUNDER: how [w5] 'organism moves, as 'analyzed by: "sa" / 'visual analyzer / 'vibration analyzer. Examples:

-'organism enters/exits 'zone or entry way= door opens/closes

-absence of 'organism's presence= causes 'system to shut down or go into a low power mode.

-'vibration analyzer seeks vibrations which: are undesirable, suggest illegitimate activity [break in, undesired handling of device w 'sensor].

MULTI-USER *: who is using sys (electronic 'system) w5

MM / MULTIMEDIA: how u "interacts" w mm

NOTIFIER: type of alarm / notifier sys receives

OSC: what sys hears w5

PREDICT: Predicts what needs to be sought, and or how to react.

PS-ZONE:

Q: type question

R: how r was used; what functions activated w5
ROUTER: how u chose to be or was routed
S: VA ('visual analyzer) <- what person was viewing / requesting / "interacting" w.
SCORE:
SENSOR: sa; smell; motion (infrared, vibration); va
SOUND ANALYZER **:
STATUS:
SYNTH: how sounds were synthesized by: u / sys / force major / uip-tailor
T: sa
TDS: w5
TGH **:
TILT: how sys was used or controlled
TOY *: how played with
TRACK: viewed person's actions w5
UIP: UIP-Access, UIP-BA, UIP-Edit, UIP-DB, UIP-Router, UIP- Tailor+, UIP-Track: type u; how sys was tailored
+VISUAL ANALYZER: what occurred
VR% & WA*: how u "interacted"

'REACTIONS INCLUDE:
. 'designated function 'customized to situation.
. A1-240 Interactive Windows & Curtains: User programs
-pat str: (window* or curtain*) and (automatic* near5 open*) and sensor*
. Copied? US Patents: 5532560 photosensitive automatic blind controller: its claim covers sensing light level changes from outside the room, eg: ignores inside lighting at night.
-Older US Patents: 4506137 Temperature responsive window
-related US patents: 5170418 X-Ray exposure
. Things that open / (partially) close according to "designation": cabinets; door (walkways); drawers; shutters (protecting windows, other objects from wind and inclement weather); (animal / organism) cages / containers
-opens / closes anything the 'occurrence detector' senses and needs correct response: see "sa", "nr", eg: chemical hazards (leaks) -> doors closing.
-(vehicle (roof)) windows (when parked / driving)
-entrance: presence of accessor: "access"

3C481 SOUND ACTIVATOR TOY: The triggering of sound in one object triggers sounds in other objects. Can create multi chain reactions. A device's musical sound can trigger other pieces to follow; depending on how the initial piece is activated. Details in 3C481 file.

* OTD DIAGRAM:

U = This N (invention) sys (electronic 'system) ("seeks & reacts") ~ C =

ACCESS (seeks if correct access procedure has been met -> gives access / nr), (seeks hackers -> "reacts") // ARTIST (seeks type of "image" u desires (via uip, what u (user) k, va) to "draw" -> "guides" u accordingly) // ANALYZER (analyzes which of any occurrences has occurred -> "reacts" as "designated" by type of (w5) occurrence) // BILL* (seeks what can be / should be "billed" -> invoices customer) // CART (contains sw / db* useful for "seeks & reacts") // EDIT (seeks "images" -> reacts via altered image) // EDUC (seeks what student can / should learn = seeks / "analyzes" (uip) type of sw pr to teach it = instructs student) // MULTI-USER (seeks which correct u desires / is using sys = uip-tailors sys for that user) // NR (seeks "designated" occurrences -> "reacts" via "nr" mode / % other mode) // OSC (seeks when osc should be enacted -> osc emits sound) // PR () // PS-Zone (seeks u's location -> "reacts") // Q (seeks what information u may want to know; seeks how to answer u's questions. Reacts via giving desired information) // R ('remote control) (controls seeks & reacts functions %) // ROUTER (seeks / "analyzes" how to route -> routes) // SCORE (seeks w5 to score -> scores) // + SENSOR (seeks what to sense for -> "reacts") // SOUND ANALYZER (seeks what sounds to catch -> "reacts") // TRACK (seeks w5 to track -> "reacts": builds uip-DB ('database) / nr) // UIP-DB ('database) ("seeks" / "reacts" = W5: to tabulate / to use) // VISUAL ANALYZER (seeks "images" -> "reacts") // VR (seeks what can be useful to generate "entertainment" / "interaction" -> creates "designated" "interaction"). -See: "Seek & React": 7G seeks "designated" occurrences then= "reacts" accordingly. "Access'" "Sensors - Chemical": only presence of "designated" chemicals permit access. "Access = BA"

SEE: "Access'"="Notifier", which is a subset of "Seek & React": Legitimate / Illicit users of (kn) sys (electronic 'system) cause a "reaction".

"Seek & React": 7G seeks "designated" chemicals / occurrences then= "reacts" accordingly. "Access'" "Sensors - Chemical": only presence of "designated" chemicals permit access.

END S&R

"SOUND ANALYZERS" / "SOUND RECOGNIZERS"

Table of Contents For Sound Analyzer Files:

. General Info

. Sound Analyzer Coordinator

. Sound Analyzer Features List

Sound Recognition Systems. See the +'Synthesizer part.

* 2A-18 KNOW WHEN SOMEONE IS APPROACHING, though they may not know they are being metered. Meter checks for familiar sounds eg: type or any car driving into driveway. Repetitive information?

-type or any footstep pattern approaching (not exiting) [studies show even the human ear can decipher between people according to their walk patterns]; do psychological profiles on walk patterns correlated with other data for important or security related positions

-if someone has woken up and walking about (in room, apt, house); helpful for live in nurses caring for elderly without having to wake them .....

. Applications: when boss or any client is coming; security (notifies of approacher; can record footsteps with little memory storage and helps keep record of who came in and went out when people think its safe since there is no camera whose tape requires changing and large storage areas).

-See US patents on identifying location / type of sound source.

* 3A630 SOUND ANALYZER: Repetitive information? Identifies type and direction of sound. If it hears a particular type of sound, it will act accordingly. Eg: it hears fire (though the smoke alarm malfunctioned) and dials police w/ pre-recorded message; it hears the cat meow and opens the cat/dog door. Repetitive information?

-For the hearing impaired and science, etc.

-Sound Analyzer: Tells the type of sound and from where it was generated. Applications: helps hearing impaired such understand doorbell people calling their names, etc; science.

-separate device has display ("S") which shows type / volume of sound created if cannot be discerned by user, eg: "T" ring, fire engine, smoke alarm. Hearing aids don't normally help in identifying sound's direction, hence device can point to the direction of sound source

-sound analyzer: can be completely separate unit from hearing aid, and or worn around neck, wrist, kept in pocket, purse...

5A880 VOICE ANALYZER: tells user the behavioral mode speaker was in while speaking, or leaving message on answering machine.
-user can opt to have analysis at command of button(s)
-related to 5A-940

.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)
-"bva", "ba", uip-db of u targeted.
-See: 6B830 Voice Analyzer

5A910 THE ADDITIONAL LEVEL OF VOICE INFLECTION needed to achieve aim. Additional level needed can be based on what the synthesizing equip needs to do, or how the singer with only their natural means needs to make alterations
-good for music education

6B830 VOICE ANALYZER: analyzes a person's or animal's behavior, personality via their voice
-system's voice recognition system identifies the type of pronunciation for particular words, eg: "love", "happiness", "dedication", "my wife"... This enables system to help judge speaker's psychology pertaining to such.
-system might compare user's overall tone(s) and other sound frequencies, using this as a base, then seeing how the important words compare with the base line.
-works in different languages
-voice recognition being quite complex, maybe using block diagrams for existing technology would satisfy the patent office, then later after that section of the technology improves our product could be marketable.
-if better information is needed, person being studied can answer questions about themselves, and take other standard psychological tests. This data is used with the above for greater results.
-some additional applications: solve criminal cases using "T" recordings, the stress and type of stress for key words might help; etc.
OTD:

"S"; "C"; pp; mp; uk; date (when conversations took place); user beh; educ; all; "mic"; portable; iq; printer; au; t; "M"; bp; alerter; osc; vc; score; cart (for desired key words according to type study); cp; uq; mq; access; uip.

6B850 TARGETED "MIC": records only sounds desired. The output sounds go through a converter which in tern transmits in frequency different from most of surrounding sounds, thereby reducing externally unwanted sounds
-those without a sound frequency can create privacy converter being unable to hear
-speak over megaphone or other device on frequencies that can't be heard by humans, like walkie-talkies except uses normal sounds, eg: those that can only be heard by dogs... and not using radio frequencies

6B870 WHEN TRAFFIC LIGHT HEARS screeching tires and light for all other directed traffic is currently in: green, it will switch color to yellow; red, it will stay in red.
O- upon hearing police or ambulance sirens, it will accordingly help direct traffic for the emergency driver. System identifies location of oncoming siren
83
Problem: some drivers speed up at yellow lights; what about flashing yellow or red lights; or a fourth color.

? 6B890 YELL FOR "police", "fire", "doctor" above certain decibels and system will automatically dial tel number for help
83
-exists? speak out name of person or company desired, or verbally speak out the tel number wanted, and device will dial for you

+ <3, 3, 3, 3 $> 1C251 SOUND IDENTIFIER:
Recognizes and identifies the type sound made in environment. For security, etc. Related to voice recognition systems, except they analyze sounds beyond speech patterns. This general invention ties to many other sub-set inventions.

-Identifies (sound analyzer) -> Signals when there are any particular sounds that are of concern via its identification system.

-ID system method includes:

--recognizing familiar sounds and labeling them such, eg: opening of doors (can TDS), acknowledge in which direction steps were heard (going or coming from door and TDS accordingly). Recognizes openings via 1C250's movement "sensors" too.

---*identifies the person by any of the products from our files A, B, C.

--certain sounds can trigger reactions as if a crime were committed, or an emergency took place - eg: sounds of glass breaking/cutting; fire (back up sensing system); banging of door; gunfire; cutting metal...

---security is notified

-upon recognition of certain sounds the following machine actions can occur: * sound of biological element occurrence results in machine doing something, eg: giving chemical, changing temperature...; excessive rattling of a caged animal or barking, results in some pacifying action, eg: giving music, food...

+-See 1C250 for expansion on this N. Application of this sys includes: 1C250 Remote Analyzing Security System. 1C250's sound analyzing/identifying modes apply to this N, eg: how its "analyzer" (for sound operates).

-Footnote: display ("S"); "C"; pp (eg: for types of sounds to seek and respond to appropriately); mp; date; tds; interactive; all; "mic"; synth; printer; "M"; bp; alerter; vc; score; cart; tel ("T"); tr; mo; fs; rpc; uq; mq; access; uip (of individuals or the organization's functions).

-D: sound(s) -> mic = analyzer~c (sound database)= m / nr ('notifier) / replay (osc/video/tv/s).

1C300 VOICE ANALYZER:

Software analyzes a person's voice for more psychological characteristics than the voice lie detector. Simpler versions can detect relaxed and uptight people, eg: the latter may speak with a higher pitch or rapidity. Incoming calls

are tagged for the caller's characteristics. Call receiver keys in any additional information about caller, eg: voice, age range (when legal). Exists: calls routed within Canada by area code (Quebec calls go to French speakers). Benefit: sales for large telemarketing operations might increase 2% when psychological characteristics of caller and seller are matched. However, this system may appear strange to those other than psychologists.
-"Analyzes" psychological characteristics. Example applications: customer tel ("T") inquiries are routed to the sales person who best matches characteristics of available call taker.
-According to the frequencies of person's voice, system analyzes the type of behavior they may have. This system can be used in conjunction with a person's intuition as well, for: police work when caller calls (eg: police for emergency; when co receives calls - its voice mail system (elaborate tel ("T") answering machine, etc) prioritize the callers according to how "rich they sound"
-courts often don't listen to opinions people had about a person's voice, however a more objective system (though not perfect) may be helpful
.-utilizes products 6B-830, 1C-301
-D: Following section in <[ ]> copied from 1C-301 in 2.95:
<[Sound "Analyzer": 1C-300; sound -> "mic" -> sound to signal converter -> sound signals are pared (matched) against a database to determine what type sounds were picked up -> picked up sounds are (pre-determined / "analyzed", by sw for) how they are to be processed^: the sounds u should be making as they sing a particular song (each note of song requiring different sound); type u (uip of u's voice characteristics (sound range capacity)); external sounds (instrumentals, outside traffic the sound "analyzer" (might" ignore) -> picked up sounds are tagged by sw (as a result) ^: whether sound does or doesn't match; how far sound differs from (desired) sound; the correct sound signals]> -> "notifier" / "osc" / *mfh / (development of) uip / etc
-high tuned versions could be expensive, so first manufacture cheap version. Eg: u (user) = calls via tel line = mfh (sound database, "analyzer")

+-See 1C251 Sound Identifier/Analyzer, and 1C250 for expansion on this N.

-D: (human) voice(s) = sound analyzer = c (cart)

-6.96:

. US Patents - 12.95 Bib disk:

-str: (voice* or speech* or talk*) (analy* or study or studies) and *(behav* or person* or people or psycholog*)

-US Patents: 5377258 interactive behavioral guidance; 5285685

Perceived attitude...

+ <3, 3, 3, 4> 1C-301

FUN VOICE GUIDE: Enjoy learning to sing, or improve pronunciation of new languages..! Idea's unique voice analyzer suggests which aspects of the student's voice need help. Steps in one way it can work:

1. First the clever invention learns what's in the person's possible voice range after the individual does their best in vocalizing a list of words.

2. Invention creates a profile of the person's vocal range. The info is stored in its database.

3. In the lessons, it takes the words it stored, then synthesizes them, customized to the user's voice potential.

4. The person does their best to emulate the synthesized sounds.

5. System then re-synthesizes the sounds by increasing the volume on those aspects of the sound that need special attention.

6. In time the person's singing and or speaking is improved without having to pay expensive tutors!

Identifies which voice elements need correction -> by giving audio examples. Device cleverly adapts to user by producing sounds within user's unique physical voice characteristics. Is cheaper and more effective than human instructors.

Voice Instructor: Learn to sing, or improve pronunciation of new languages. Identifies which voice elements need correction -> by giving audio examples. Device cleverly adapts to user by producing sounds within user's unique physical voice characteristics. Is cheaper and more effective than human instructors.

Vocal Guide: analyzes a person's singing and gives suggestions. It can also be a "do it at home yourself" = "teach yourself to sing!"

--or system may automatically adjust the sounds needing alterations according to machine's or user's programming (UIP).

-a synthesizer ("synth") that goes into operations on automatic or semi-automatic basis. System identifies what sounds are out of desired frequencies (via (=)^: uip, database, *mfh, c(sw), cart) and synthesizes accordingly.

-applies anytime a person speaks, either live via amplifier, or onto recording device, eg for: tel ("T") answering machine, making recorded speeches, audio-video production and or editing (eg: put onto camcorders)

+Keep in mind, when a teacher shows a student how to sing, teacher's voice always will be different from student's. This system can create sounds closer to what the student's vocal cords can create - hence a more useful instructor.

-appl: teach people with speech problems

The following was product number: 5A-91. The additional level of voice inflection needed to achieve aim. Additional level needed can be based on what the synthesizing equip needs to do, or how the singer with only their natural means needs to make alterations

-good for music education

THE FOLLOWING WAS PRODUCT NUMBER 1C-150.

Deficiencies in a person's speech are corrected. Samples of problems solved: difficult to understand regional accents when traveling in a different dialect zone; stuttering; speech impairment caused by being deaf; etc.

-alterations might tackle all or part of the deficiency. For example perhaps a change in the tone or bass alone may enhance the outgoing sound

-user speaks into a device in a low voice, then the amplifier will partially over-ride the live voice

-system is applicable in tel ("T") and portable functions

-system might also act as hearing aid (remember: patentability is enhanced when the sum equals more than its parts)

OTD: "C"; tds (let's person "score" their progress); entertain; au; "M" (for many other languages); alerts when sound gets too bad, or user can do a check for any series of sounds (something like spell check in software, the system can always check everything done (spoken), or check by page (5 min period), or word (one sound)); system display ("S"); pp; mp; uk; all; "mic"; synth; portable; mfh; osc; vc; score; tgh; cart; cp; uq; uip; character; vr; clap.

D #1: USER = vocal cords (human sound)1 = "mic"2 / *"sensors"3 = sound "analyzer"4 (1C-300)~"C" (cart) -> suggestion for u 5 -> u receives sounds 6 / "notifier"7 as to their^: "status"8 (quality of their sound (as seen on "s")); osc8 (c->speakers) gives correct sounds; *"printer".

D #1 NOTES:

*1: sys (electronic 'system) studies user's vocal cord characteristics / potentials via: mic/k = sound analyzer = uip/sw (cart); u=c=uip. Database of past 1,000 students and their progress in learning is used by uip/"analyzer" in determining best manner in which student can learn/progress. Teacher / doctor / student k type vocal cords (physical type: shape, size, type sounds (as determined by human and k = c ('computer) = database/uip)

2: type "mic" might match type application (student's type vocal cords) so as to better match type hardware / sw. Shock and water proof "mic".

3: "Sensor": *(placed on skin by Adam's apple, sensing -> analyzing vibrations / vibration felt by sys (placed near u).

4: Sound "Analyzer": 1C-300; sound -> "mic" -> sound to signal converter -> sound signals are pared (matched) against a database to determine what type sounds were picked up -> picked up sounds are (pre-determined / "analyzed", by sw for) how they are to be processed^: the sounds u should be making as they sing a particular song (each note of song requiring different sound); type u (uip of user's voice characteristics (sound range capacity)); external sounds (instrumentals, outside traffic the sound "analyzer" (might" ignore) -> picked up sounds are tagged by sw (as a result) ^: whether sound does or doesn't match; how far sound differs from (desired) sound; the correct sound signals ->

5: suggestions can be given to u by: explaining on display ("S"); taking person's voice and adjusting it by synthesizer somewhat to the form the student is desired to make their own voice: picked up sound tagged by its quality + how it could be improved + the potential range of u (uip) + * desired psychological effect via osc / *"notifier": A-relaxes or B-uplifts u w (with) soothing/uplifting sounds if sound analyzer determines u to be A-tense or B-unmotivated/sad/w low energy -> osc's sound.

-sounds to foster desired sound effects utilized by mixing in such characteristics within the improved examples for how the correct sound should be spoken (eg: the musical note D can be given in a sad or happy manner without comprimising the correct sound (pitch...); effects the sound and or word content during instructional mode / prompts via osc / s.

6: sys prompts user to correct / respond*. When u audits sound for particular type prompt / in set sequence = sys knows to seeks particular sound to signals in chronological / consecutive order.

7: u continues making sound with or without being "notified" (as pr (by u)). Sys does/doesn't stop (to prompt user). "Notifier" modes: flashing light (differing type light signifies different meaning, eg: tone should be higher/lower. "S" shows (graph) voice should be modulated. U is given option for hearing/seeing suggested modulations.

-Miscellaneous: all sounds w/in sys (can be) converted to "c" signals. U / instructor can alter system to better match user's needs, eg: determining user's vocal range; volume; type educational programs.

US PATENTS - 12.95 bib disk:

-str: (voice* or speech* or talk*) and (analy* or study or studies) and (music* or sing*).

-US Patents: 5287789 music training apparatus.

+ 3C-650-000007 SOUND RECOGNIZING System For Hearing Impaired (Deaf):
System tells user what type of sound is generated. Tells user
this information.

-If system isn't sure about the type occurrence, it can 'score
the chances the sounds are of type occurrence #1, or #2, or #3,
allowing user to better guess type sound. This can be coupled w/

other' sensors to improve understanding.

++ <3 or 4> 4C150 IMPROVED DEFECTIVE SOUND ANALYZER:
Analyzing car machines for type defect exists. This improvement covers: analysis by mainframe computer via telephone line; analyzing human body conditions, eg: breathing (exists: attempts to digitize human body sounds for analysis, though maybe after we developed this invention about 1993).
-do via t, analyze human body conditions, eg: breathing. Exists for many machines. But are such medical applications existing, eg: as shown on television's Discovery channel first half of March 1995.
-D1: u->k->1c (keys in: type machine/problem (characteristics)=2 (sound) "analyzer".
--notes: 1=Sys SW ('software) has menu choices)->s/printer->u reads/hears type problem. 2=compares sounds of incoming sounds (seeks particular sounds for analysis according to what u requests sys to help work on/ solve) w (with) pre-existing sounds of: commonly malfunctioning sounds (for type part / problem / situation (u or sys (sound analyzer)) appearing to be (potential) problem / issue (for research).
-exists: many products which analyze for sound of machine; used to check problems in car engine.
-D: This N (invention) sys (electronic 'system) = ACCESS ()/ +ANALYZER ()/ C ()/ CAMERA ()/ CART ()/ CLAP ()/ COMPOSITION ()/ S ()/ EDUC (learn w5 products fail and w5 they are repaired/rectified)/ M (database)/ MIC (utilize different types depending on tasks)/ MQ (to gain data so as to better analyze)/ MULTI-USER (for differing u (user) and or products being studied, eg: each u may be of different technical expertise (specialists, novices))/ NOTIFIER (w5 went wrong)/ OSC ()/ PR (how analyze, database)/ Q (to "educ" or better determine type problem)/ R ()/ SCORE (for "analyzer" or u to see "status" of situation)/ SENSOR ()/ +SOUND ANALYZER ()/ TDS ()/ T ()/ UIP ()/ VISUAL ANALYZER (via similar principal, sys (electronic 'system) looks at problem via "camera" = analyzes problem).
-Moved from: 1G13 Repair Analyzer:

listens to sounds which are then analyzed. The applications are unlimited and include:
malfunctioning of equipment such as: vehicles in a remote location (w diagnosis, user can then be instructed what they might attempt to repair on the location, after speaking with person on remote end/reading manual explaining code of sound analyzer's display/print out, or user's on sight computer ("C") may give instructions with graphical explanations)
-animals; breathing/body signals (heart beat/blood pressure/body's electrical signals) and or other body induced sounds (for medical diagnosis).
-D: sensor/sound analyzer = c ('computer) = tr/tel = c/mfh/speaker (heard by listener)
--the sound analyzer's computer ("C") may alter the sounds/sound's analysis so they can be compressed/transmittable on via TR/TEL which has limited ranges of sound/other transmission possibilities.
-this is probably an old N
3J160 Repair Alerter: "Analyzer" seeks undesirable sounds and other occurrences in sys then= "notifies" when/that repair may be needed (in future).
-Utilizes: 1C250 Remote Security Analyzing System: Sys seeks then "analyzes" one or more occurrences (sound, visual changes) then "notifies".
-Utilizes earlier KN (invention) (B, C, E dir?) whose "sound analyzer" determines nature of problem.

2D-280 MICROSCOPE MICROPHONE:
Identify the small sounds being made.
-records, analyzes and keeps records of sounds
-"mic"(s) can be placed at desired points via computer "C" mouse, etc
-small sounds can be made which tiny organisms cause, chemical changes, etc. This data plus recordings of other changes can help for diagnosis
--checks for: changes in vision and all other standard type checking

-D: sound = mic = sound analyzer [ba [of organisms]] = sound magnifier/sound recorder/sound memory/osc = sound replay

++ 2D-281 SOUND SELECTOR: System selects out particular sound frequencies so user can magnify the desired sounds for analysis. Applications: detectives taking out unwanted background sounds to better hear villain's voice or actions; etc.
. (blotting out other type sounds/fq) so user can better focus on desired sound (for study).
-2D-280; sound analyzer
. Applications:
+ Reduces the clutter in the computer: analyzing sounds better by looking only at graph of desired sound patterns.
.--security - catching villains; sys responds (automatically) upon hearing certain sounds (sound analyzer).
. Exists: sound canceling devices, which work somehow in conjunction w/ walkman type device.
. Drawing: sound frequencies = mic = sound analyzer -> routes only desired sounds (by uip of sound characteristic / sound frequency)
-seeks multiple data to arrive at conclusion about situation, via: sound analyzer / visual analyzer / "access" code / uip / bva -> notifier / sys responses to situation.
.-cut & moved from: 2D-320 - External Sound Blocker: Unwanted sounds at tel "T" are blocked out by transmitter.
--Sounds generated at a distance are blocked as much as possible.
--exists? usage for other types of microphones.
.--user can request that this option goes into effect (especially if certain sound distortions occur in earlier models when this blocker is activated)
. Isolating each sound type: sw graphs out all the different sounds. Ways they're isolated:
-miscellaneous: 'order & timing; 'behavior analyzer studies sounds.
-ps-zone: location of sound source. Eg: multiple 'microphones show which one was struck w/ sound first= and compared w/ time difference other microphones picked up sounds. Results in identifying location of sound= this 'zone is attached by sw to

sound type as a form of differentiating it from other sound sources.
-multiple isolating functions: multiple 'sensors help clarify any discrepancies or messiness in 'designating one sound source or type from another sound.
-graphing: characteristics of one sound type can differ from other sounds, such as by 'order & timing, pitch, volume, bass, treble...
-start and ending: each source may have a different start and stop time.
.-correlations w/ non-sound isolating functions: 1] multiple colors on transparencies overlapping each other, when they're all together the isolation isn't as readily decipherable [to naked human senses] until separated. 2] angle of 'camera sees different things according to what it's pointed to; relates to directional 'microphones which predominantly catch sound from what it's pointed to and at desired distance. 3] different pattern of sounds can be decipherable by human ear= though computers need extra coaching; eg: playing of different tunes in same song, or different people speaking simultaneously from radio.

* RG210 HELP BLOCK UNWANTED ENVIRONMENT SOUNDS VIA:
-same as 3E040, 3E041.
Noise canceling (sys uip constant external sounds (not voices) and blocks them from "t"'s mic; snap on cheap funnels to mic - pointed to speaker, this funnel can be pivoted toward moving speaker.
-D: electronic device (sp t) = mic = funnel = speaker's voice

+ R54-1 VOICE RECOGNIZER DIFFERENTIATES Between Multiple Speakers: Each person's voiceprint is treated differently by system. Only those with particular voice prints can access or control particular functions. Applications: door entry; electronic system usage (all or certain functions can be restricted).
-MULTI-USER*:(system recognizes different speakers, and will

function differently even if same words are spoken by different people, eg: picks up on their regional accents / male / female voices); NOTIFIER:(); OSC:(); PR:(); R:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); UIP *:().

-uses R52, eg: R52-1. Example: only certain incoming voices/sounds are recognizable in terms of type system; +--one of benefits includes: narrowing down which user is 'accessing system= intern SA ('sound analyzer) narrows parameters of needed sounds associated w/ each word. Otherwise wider parameters for each control function would be needed for people w/ differing speech patterns.

.---In other words: limiting potential sounds to be recognizable intern reducing potential mistakes by incorrectly recognizing two similar sounds / signals+ as one of the other.

---different regions of a country can have differing parameters= allowing for regional accents.

-keeps kid sister from using one's el device.

-voice prints determined via u's: speaking speed / word choice / % of time words are in certain fq zones / the general % of time certain fq are spoken vis a vis the other fq - there is some consistency between the valleys and mountains (of fq graph) per speaker (u).

SOUND TYPES & "REACTIONS":

+ Sounds / Events Which Trigger Reactions

Need: creative patent search inventions inserted here. Seek all types of events that are monitored. A very big expandable area!

. Water / Liquids:

-Spilling: water / (liquid) chemicals from: sink; bathtub; chemical lab container [7G]

-running water heard from: (metallic / pvc) piping; faucets; streams; rivers; shorelines: of oceans or lakes; source also identified as having an overflow.

-Splashing water: signifying possible unwanted: swimmer or drowning (by youngster); intruder; wild animal (fox, dear, feline hunter (bob cat, tiger); water flowing where it shouldn't, eg:

into basement, down (lab) hall or floor; maybe some of water splashed out container; excessively high (ocean) waves (hears soaring waves approaching / crashing).
-Precipitation: rain, snow, hail, (unusual levels of) pollution
-Dripping or leaking from: ceiling, container, pipes, other flooding.
-water rising / dropping beyond "designated" level. Eg: filling: (bath) tub; tanks. Hears changes in echo sounds. Works w other (moisture presence) "sensors".
-Piped liquid contents: "senses" changes in constitution of transported liquid, eg: how thick fluid is (soupy), or if objects (sand) are traveling within.
. Hazards Natural:
-Winds: thunder; tornadoes (useful for spotting them in remote areas; also use "va").
--Responses give warnings to protect against: Wind blowing through window into building which might cause damages. Outdoor construction sights (especially during "designated" construction phases). When to move important objects (of art in museum).
-Miscellaneous: fire; termites (eating building); earthquakes (vibration 'sensor - exists).
. Hazards Chemical: 7G file
(unusual) sounds of chemicals burning / reacting (beyond "designated" sound parameters). Undesirable chemical hazard sounds: burning; popping; bubbling; cracking of chemicals (which are hardening to breaking point).
-also triggers 'sensors for: smell [smoke of 'designated chemicals]; vibration [equipment banging out of control / falling off shelf].
. People's actions = 'Behavior Analyzer:
any [unusual] action picked up by 'track; 'sensor; unusual 'access process; unusual event 'scored by ba. Eg:
-footsteps: walking or running nearby or designated "ps-zones"; seeks out walking patterns that fall in / out of designated sound profiles. Examples: seeks unfamiliar footsteps (can be a non-staff member whose walk patterns aren't registered). Different
people have unique walk sound patterns.

-opening of: envelopes, (cardboard) boxes
-Voices: undesirable (human, particular person's) voices, eg: screaming; (baby) crying; talking loud; asking for help
-breaking and entering (see older KN)
-need to import full list of imi here.
-for expansion see: 'ba
+ Yells for help. Eg: high pitch of woman's voice above 'designated decibel, and or in high frequency commonly associated w/ non-prank yells for help. Especially useful in hallways and away from possible sources of other loud sounds and pranks, like car parking lots. Makes security personnel feel more comfortable patrolling around, since they may not have time to get to their weapon or wireless 'notifier to call for help.
. Animal sounds: scratching (by animal: cat, dog) of carpet / furniture; animal vocalizations: barking, meowing, chirping, howling.
. Clanking or touching of any solid materials: metal, pvc, wood, stone*, cardboard*
-opening or closing container / door / safe / window.
-lids: boxes; toilet seats (both not touching, angering wife)
-interlocking pieces: hard pieces locking into each other (where they are designed to fit), eg: male piece fitting into female piece(s)/socket(s)
+ Locks: inserting / removing keys; dialing / k (correct) combinations. Locks and keys can be designed to trigger unique sounds [from how metal commonly clinks]. Replaces need for wires to lock or door (which can be cut).
--'Track functions as long as person is in room: from time they unlock door to-> time they close door or relock [door might automatically relock when it automatically closes upon entry].
-Doors: person knocking / door bell; break ins; doors opening or closing (by slamming).
--Responses: Teach people (children) not to slam doors shut.
-Screeching / scratching of hard substances: hinges; solids sliding across another solid (floor, counter top, wall); moving connection point (needing grease); dragging.
-New products or buildings (under construction): SA ('sound analyzer) 'seeks any

sounds indicative of trouble, eg: poor construction or stability.
Eg: large industrial equipment or skyscrapers.
. Electronic instrument functions:
-"tel": dial tone (heard across room); busy tone
-"K": typing on keys of: "c"; "kn"; other el (electronic) "n"; "designated" patterns of typing (see older KN)
-Designated types of: music; broadcasted speakers (eg: Walter Cronkite); static (from: radio, tv broadcast channel's poor connection, or not being connected to one any way); certain types of humming. See "OSC" of any KN: whenever one of them generates sound -> sa -> nr.
--parents can 'track whenever their children play any electronic 'entertainment, eg: 'stereo, television, VCR.
-alarms: automobile's car honking; car theft alarms; (building) alarms; other theft alarms.
-"Notifiers" of other products are heard
. OTD Drawing: U / security personnel = nr/osc = "SA" (KN) ~ c ('computer) = Sound caused by / "Sensor" / "osc" / "nr" (when problem occurs) = ACCESS (access denied); CART (cart inserted / removed); nr ('notifier) (); PS-Zone (entity (didn't) enter zone); R ('remote control) (if (not) used (correctly)); ROUTER (manner of routing -> "designated" sounds); SCORE (was exceeded / or not met); SENSOR ((not) activated); SOUND ANALYZER (back up sys if other (type of) SA ('sound analyzer) not functioning); STATUS (something is wrong or undesirable); TDS (exceeded time parameter/deadline/usage allotment); T (rings).
. Accidents miscellaneous:
-Popping sounds. From: balloon popping; (thick) liquid boiling (too rapidly; or boils over and burns triggering smell "sensor"); auto tire blowing; (bomb) explosions; changes in air pressure causing popping or explosions; exploding cans or other (metallic / solid plastic) containers.
-Falling objects: garbage, construction sight material, material from storage (on shelf).
--value: warns against additional hazards, after first fall has been noted.
+ Bumping or tipping over objects. Cause hazards / problems if they fall down / get jostled: Items which are hot or with flame;

or cause dangerous chemical reactions (chemicals spilling (too much) onto each other); upsets the research project or diagnosis. (Heating, smelting, chemical (incinerating)) furnaces; hot water heaters; gas heating. Nuclear or other radioactive (holding) products. (Dangerous) living organisms escape or get trapped in (over turned) cage / container, eg: harmful bioengineered microorganisms.

-Misc related incidents: el (electronic) device gets unplugged from electrical power supply socket. Glass breaks. Objects fall to ground though that which they fell from may not have fallen. Caused by earthquake (but not rumbling caused by: trucks, slamming door). Someone trips on something.

. Vehicles: movement: oncoming train [backup 'notifier incase existing road-RR track gate doesn't come down via traditional means], cars, (screeching) breaks; sounds from mechanical trouble (see earlier kn); blowing horn (sound of other's horn magnified, see earlier kn). Objects / containers needing immediate attention after they've been jostled during transportation, eg: live organisms, spills). Dripping (transmission) oil (after it's gone below desired level).

'REACTIONS WHEN 'DESIGNATED SOUNDS OCCUR:

* Notifier: "nr" activated. Alerts: nearby user; security personnel; (employee's) supervisor; initiates / "scores" events= for "tracker".

. 'Reactions:

.-Alleviates problem. System automatically responds to: avoid/minimize the danger/trouble; stops the trouble. What responds is either the sys (electronic 'system) that generated the trouble, or the sys that is present to alleviate the trouble; in the latter case the two plus systems can (not) be connected to each other as well as to the "sa" = response sys.

-Common 'reactions:

.--related system 'reacts to 'designated problem as 'designated.

D: problem -> sound -> sa -> sys (electronic 'system) responds.

.--turns off sys / function causing noise. Or turns off power supply.

.--turns on system / function to solve the cause of the noise.
.--"osc" = "nr": so people or security nearby can respond (in person; by activating or deactivating this/other related sys)
.--activates sound canceler: reducing audible noise. "SA" is better able to camouflage sounds when it knows what needs to be covered; sys best applied to situations where "designated" undesirable sounds occur frequently.
--closes / opens window, in event of: changes in weather (rain), fire, chemical accident (see 7G file). See: A1-240.
--see imi part: 'seek & react
. Occurrences which trigger OSC: '
.-in other words: Sought sounds and nark's osc 'reactions:
-intruding person -> nr triggers sounds of: barking dog [early kn, and now exists too]; siren.
-noisy neighbors -> nr: osc telling them to be quiet
. See 'GPS.
-3C090 Sound Distancer:
Musical instruments playing together change their sounds according to how close or far they are moved from each other.
-3E-010 Cordless and cellular D: shows approximate distance
. Background sounds effecting how speaker functions: OSC compensates for noisy backgrounds by: boosting its volume; compensating those sound frequencies of osc which overlap environmental noise by: changing such overlapping sounds into different (similar) frequencies, or increasing their volume.
-see related KN (invention) on speakerphone.

MISCELLANEOUS:
+ Type sound depends on how system will respond. Each sys (electronic 'system) seeks one or more "designated" sounds.
+ "Analyzer" studies / "scores" how multiple sounds / events occur (in designated fashion: order, pitch, time length, from certain direction or ps-zone), changes in perceived 'image (va). This is coupled w/ how one or more other (kn) "sensors" / "analyzers" determine the (multiple) natures of the occurrence(s).
.--Notifier" or response system goes into effect whenever / if

"designated" sound(s) don't occur (in correct order / frequency / pattern / duration / or other form).

. See 7J02 Language Trainer & Voice Analyzer: Teaches language learners to pronounce new words. It's in own file.

. TheShotSpotter: identifies the location of gunshots within a mile radius, and down to a 20-30 foot area. Reduced crime in Los Angeles. *See San Francisco Chronicle. April 13, page B5. [Relate this to identifying locations of any 'designated sound.]

+ 7J09 MUSICAL NOTE TEACHER: (this number merged with number above 1C301):
Students taught how to distinguish good from bad sound notes.
-System shows (on graph) how far their (instrumental / vocal) sound is from the ideal level. They see the change as they alter the sound/voice.
-Exam/Game' tests students, by scoring' their results.
-The better the sound recognition system (VA), the better the results.
-(Other) Sound Trainer: Teaches user what things sounds like, eg: medical students needing to interpret body sounds [breathing]. Sounds unique to a particular student/patient are listened, and then synthesized so as to show what different ailments would sound like.
--Should doctor be uncertain as to how they should interpret a particular sound, they might store the sound patterns of the person when healthy. Next system would alter the normal base sounds to represent 'designated maladies.
-Sounds for machines [vehicles] are altered to show the type malady.
-Benefits over simply storing all the diverse malady sounds without alteration:
-user can input normal sounds and see how they might change.
-the number of source sounds and each of their possible forms of alteration may be too big.
-the level of imprecision from a synthesis may be such that the manufacturer though warning the customer, may be less eager to carefully synthesize diverse sounds. If the sound is synthesized on the spot, there may be a greater tolerance for lack of accuracy, as long as there is some vague resemblance of the correct sound.
-'Educates people in learning how to interpret sounds.
-Parts: egh, educ, uip, osc, sensor

7J10 TUNER: System 'sound analyzes the machines or [musical] instrument's normal / base sound; then shows how it sounds when in the correct or in the 'designated maligned state. Eg: When a professional tuner has tuned your piano; user stores the sounds for each key into system [as the ideal ones]. System cannot only play back the right ones but 'analyze for how far off a poorly sounding instrument sounds. System can suggest what and or in what direction any levers or gadgets can be altered to achieve designated sounds. Next system will 'score

the newly arrived sound. This is a bit like playing the game of finding something, and the clues the user gets are green, yellow or red depending on if the user is making the corrections in the correct mode/direction.
-Parts: sound analyzer, egh, educ, osc, synth

End of Sound Analyzer's File

SOUND ANALYZER * SECTION =

The Following Are Sound Recognition Elements:
D: mic/sensor = computer = function/display/osc
-OTD #1:
1C-250-4000000002 Remote Audio Visual Sensor Alarm: If user heard a strange sound in another part of dwelling, system will play back occurrence. Microphone and or camera focus in direction of sound source. Simpler models work on audio mode only.
1C-251-500000002 Sound Identifier:
Signals when there are any particular sounds that are of concern via its identification system.
-ID system method includes:
--recognizing familiar sounds and labeling them such, eg: opening of doors (can TDS), acknowledge in which direction steps were heard (going or coming from door and TDS accordingly)
* 3A-630 Sound Analyzer
*"Sound Visual": it might be made technically feasible for sounds to be converted into images for the purposes of helping to better identify the sounds.
*UIP: system memorizes past sounds and their corresponding importance
5A-460 "Remote" (those elements therein that don't generate sound, eg: pressing of button): operate functions without generating sounds to disturb the sound analyzing process
-OTD #2: display; fd-hdd; pp; mp; uk; date; tds; basic; microphone; synth%; portable%; printer%; M%; bp; osc; balancer; speech; vc; score%; cart; cp; uq; mq (in helping to determine type sound, eg: user's information as selected from menu provided by system according to the better possibilities it determines by comparing past sound with database for sound analysis, can help diagnosis); UIP; character; locator (system can merge analysis of sound with the location of sound generating item or of other item)%; notifier.
-K210-5A-880 Voice Analyzer: tells user the behavioral mode speaker was in while leaving message.
-See KN, eg: following might be duplicate N (invention) of above, 1CE251 Sound Identifier, 1CE300 Voice Analyzer, %1CE301 Voice Instructor, 4C150 Defective Sound Analyzer, "BVA".
-If sound analyzer is unable to [process/(readily) pick up/handle] particular sound ("fq") -> converts them to particular fq (according to general type of original (air wave) fq -> intern sys has some general idea/"analysis" of incoming sound fq/signal and processes accordingly.
-2D-050 Locates Direction of Object via: Sound / Camera.

-2D-281 Sound Selector: Sys selects out particular sound frequencies
-"Billing"
-D: mic/sensor = "C" = function/display/osc. See Parts& for details.
-See "Brain".

Other: Sound Analyzers (term as popularly used by others) measures the sound. Meyer Sound in Berkeley has *Sim system. Mr. K a y s' inventions' feature "SA – Sound Analyzer" doesn't necessarily distinguish between sound recognizers and analyzers.
-Sound Recognizers: tells what the sound is, eg: speech recognition.
.-US Patent 4689820 Hearing aid responsive to signal inside and outside of the audio frequency range = [action associated w/ (with) sound -> sa (sound analyzer) = 'reaction ['notifier user]].

PAT SEARCH STR: Many valuable related patents. Key Words:
+-set 1: sound*, acoustic*, auditor*, hear or hears, listen*, Microphon*
+-set 2: analyz*, stud* (study), compar*, compar*, investigat*, scrutiniz*, determine*, score or scores or scoring, monitor*, audit*
*
-security, guard; patrol
-alert, notify
-strange, unusual, danger*, crim*, caution*, out of ordinary
-activity, motion, movement, change, walk*, stranger*, break*

WORD STRINGS:
-set #1 adj11 set #2
.-(sound* or audit or monitor* and (analyz* or study or studies) and (criteria* or designat* or narrow* or parameter*)
+-key words for "sound analyzer": (sound* or audio) and (sensor* or analyz*)
-pat class numbers?:
+ US Patents (more recent only) from 12.95 Bib disk:
5471195 Direction-sensing acoustic glass break detecting system = "track" = sys ('system) nr ('notifier) w5 (illicit) events occurred; 5467401 Sound environment simulator using a computer simulation and a method of analyzing a sound space; 5458105 Wrist worn anti-snore apparatus for detecting snoring...; 5452364 System and method for monitoring wildlife: has three microphones for ("sound analyzer"); 5450524 Password verifications system based on a difference of (audio) "scores": compares spoken sounds....; 5450060 Motion detector; 5444443 Sound source determining system; 5418758 Distance measurement system = "distancer"; 5414409 Alarm system for detecting an audio signal when glass breakage occurs [was this patent filed after KN's earlier patent filing?); 5395123 System for marking a singing voice and displaying a marked result for a

karaoke machine: compares the singing voice with the standard singing voice data.... [was this patent filed after KN's earlier patent filing?]; 5355350 Passive acoustic tornado detector and detection method; 5381485 Active sound control systems and sound reproduction systems; 5448221 Dual alarm apparatus for monitoring of person under house arrest: sounds audible out of range warning alarm if person exceeds "zones" = "distancer" / "gps" / "track". 5400011 Method and apparatus for enhancing remote audio monitoring in security systems; 5478077 Object collision point detecting apparatus = "distancer" / "locator"; 5471557 Speech recognition system utilizing a neural network.

END OF THIS SOUND-ANALYZER* SECTION.

SOUND ANALYZER - COORDINATOR

+ See 'Sensor's 'Coordinator: analyzes multiple type sensors, eg: sa w/ visual analyzer to better know nature of situation.

-See 'Sensor's 'Coordinator for greater details.

. Location of sound source: GPS. Sound source's 'zone taken into account.

-eg: the further 'distance= the lower 'the sound is expected, whereby 'analyzer calculates the actual decibel level emitted.

-eg: malfunctioning sounds are analyzed according their distance from 'microphone.

. Multiple sound sources:

-'zone also used to calculate multiple sound sources [emitting sounds simultaneously]. SA may also differentiate sound sources by 'seeking differing sound patterns [expected from differing sources, eg: even wo (without) 'zone= type sound can designate the 'zone of sound source].

-eg: similar sounds are interpreted differently according to their 'zone:

--sounds of breaking glass from window areas, or near testing equipment= are interpreted differently.

--walking sounds near entrance, or window, or lab, or safety vault.

END SOUND ANALYZER COORDINATOR

SA / SOUND ANALYZER AND SUB-PARTS =

This Is File: SA-IMI

ACCESS =

-D: (required sounds->analyzer->gain access).

BALANCER =

-D: ('microphone recording abilities according to user's position is adjusted via: sound ['locator determines (changing) location of sound origination] -> mic -> sound analyzer -> memory -> can be played back via osc.

BVA =
-(voice -> bva)/ C (sound database; sw; analyzer).

CAMERA =
-(lens->database of images (faces; products)->sound analyzer (matches image w (with) type sound (expected, needed))).

CART
-(database; access).

CLAP = seeks particular rhythms

COMPOSITION =
-(KN voice instructor N)/ DATE ()/ S (displays type sound; result of analysis, score, status*)

DISTANCER = sys (electronic 'system) compensates for distance from which sound source emanates; sys functions only when sound comes from within certain distance or zone.

LOCATOR =
type sound analyzed helps determine location of u or object, eg: if there are five (different) (el) objects, the type sound; helps (distinguish between them)

M = holds / "analyzes" database of sounds

MULTI-USER =
sys distinguishes between different u or sounds -> access or resulting in associated function (options)

NOTIFIER () =

++ ORDER & TIMING =
'Sound analyzer's = 'Behavior analyzer= 'tracks the 'order & timing of sounds= to 'analyze if sounds are of 'designated behavior / occurrence.

.-An extended version of multi-syllable words picked up by voice recognizing systems. This probably doesn't jeopardize patentability for this aspect of the sound analyzer, since the invention here is more multi-dimensional.

. Examples:

-eg: no laughter or non-serious speech preceding or following yell for help.

-eg: sound of truck followed by banging or falling of dangerous objects, since it's likely they're being moved by mankind. Though such could help 'designate possible theft actions if committed after work hours.

-miscellaneous patterns of any type: walking pattern; 'zones in which sounds occur consecutively; for dropping objects [a bang sound then a drop, versus a mild explosion from lab equipment then a drop sound].

-eg: similar sounds repeated may imply repetitive movements, eg: packing or unpacking similar boxes / cans.

.-eg: animal in cage [being transported, or after trauma] starts w/ loud howling= followed by characteristics of serious ailment sounds.

-patterns of sound w/in the sound sequence itself: duration(s) or pauses of each aspect; pitch; bass; treble; volume; sound curves' steepness, jaggedness/bumpiness; how different aspect patterns relate to each other.

. OTD Drawing: u (user) = This N Sys [patterns: order & timing of sounds = sa] ~ c ('computer) = ACCESS () // BA () // CART () // EDIT () // EDUC (teaches u nature of sound based on its pattern) // MULTI-USER ('seeks & reacts to different sounds for each u) // NR () // PR (how sys responds to sound patterns) // PS-Zone (pattern of different locations' sound sources, eg: sound source moves counter-clockwise in room, or 'sa follows approaching footsteps) // Q () // SCORE (how similar a sound is to a known sound pattern (for type of potential theft activity)) // SEEKS & REACTS (according to the pattern of sound) // SENSORS (Multiple sensors better determine type of patterns from sound and other perspectives) // TDS (sound duration possibilities, start, stop, pauses) // +TRACK ('seeks= then 'tracks 'designated patterns) // UIP (tailoring of: 'seek & react. uip-DB ('database) = ba; multi-user) // VISUAL ANALYZER () // VR (u w/ poor hearing can better determine/'entertain (altered) nature of sound) // WA (worn by security guard).

OSC =

-u's osc->sound analyzer; notifier

PP =

-what sys ('system) should be seeking and how to process the resulting (data/conclusions)

Q =

-(u asks w5 about sounds/occurrences (tied to the sounds), eg: who did what, why and how when sound #55 occurred)

SCORE = measures w5 occurrences.

SENSOR =

-(sensing for additional elements helps "analyze" situation; sensor types: heat; vibration; chemical; "sensor")/

SP TEL = mic picks up sounds via air waves = surveillance sys

TRACK = analyzes sound occurrences= then "reacts" as programmed.

UIP =

-more sounds collected from or about u-> larger (sound) database on u; sys ('system) knows how to respond based on u's uip (database of sounds)

VISUAL ANALYZER =

-(works w (with) sound analyzer in determining: "analysis"; score; status; w5)

END SOUND ANALYZER PARTS.

SCORE

Diagram: data input/sensor = "C" = output (tr, "S", osc)

-Differing "scores" and sub-scores are labelable by "Artist's" = (color) "Designator". Eases viewer's understanding of score, reducing clutter on screen.

% "Access": See: "Access' BA (behavior analyzer)" = "Score": Each of the accessible files have a score rating.

-scoring system also scores itself for: ability to keep out hackers; user friendliness; how good it's adapt-tailoring; user happiness. 1G22 Reward Generated By 'Scored Usage Level.

OTD Part #1: Status shown ^via "S", lights, sounds, print out, notifier. User requests which type score they desire and can pp type scoring system desired. Status ^includes determining if system is: on, off, which function is in operation, how far into the operation it is, *any problems, and or results (success, failure; type, eg: quantity, quality, manner); the number of times a particular event occurred (something within the system and or something outside in the environment *(such as sounds, or something or someone giving a command to device).

-OTD: cart determines type score and how presented; type score determines type character, and what, how, why the character functions; clap to get status given by ^notifier; date; score shown on display ("S"), via notifier, etc; relies on "C" and its memory, and %M; % microphone ("mic") -> analyzer -> signal generator -> function (notifier); mp; multi-user (each user gets different score); Data is also obtained via^: "uk", "cart", "tel", "mo", scanner. (Game) score board (system).

-See "Brain": sys' part adapts according to circumstances.

-Sub-Part: Score-Alt Function: scoring causes change in sys ('system) function; Score-UIP: develops UIP's DB; Score-Trouble: determines if something is out of desired parameters, for: access (while u uses sys), nr.

Important Feature – But This Section Maybe Less Important:

-D: data input/sensor = "C" = output (tr, "S", osc)
-OTD Part #1: Status shown ^via "S", lights, sounds, print out, notifier. User requests which type score they desire and can pp type scoring system desired. Status ^includes determining if system is: on, off, which function is in operation, how far into the operation it is, *any problems, and or results (success, failure; type, eg: quantity, quality, manner); the number of times a particular event occurred (something within the system and or something outside in the environment *(such as sounds, or something or someone giving a command to device).
-OTD: cart determines type score and how presented; type score determines type character, and what, how, why the character functions; clap to get status given by ^notifier; date; score shown on display ("S"), via notifier, etc; relies on "C" and its memory, and %M; % microphone ("mic") -> analyzer -> signal generator -> function (notifier); mp; multi-user (each user gets different score); Data is also obtained via^: "uk", "cart", "tel", "mo", scanner. (Game) score board (system).
-See "Brain": sys' part adapts according to circumstances.
-Sub-Part: Score-Alt Function: scoring causes change in sys function; Score-UIP: develops UIP's DB; Score-Trouble: determines if something is out of desired parameters, for: access (while u uses sys), nr.
-US Pat No's. Search str - score* (electronic* or program*) - bib disk 9.94. Electronic teaching apparatus 5122062. Tallying method and means 4038525 (sw).
-"Edit": determines how "score" should be compiled = interpreted = used (by sys/U%)

US Pat No's. Search str - score* (electronic* or program*) - bib disk 9.94. Electronic teaching apparatus 5122062. Tallying method and means 4038525 (sw).
-"Edit": determines how "score" should be compiled = interpreted = used (by sys/U%)
-US Patent No 4875432: color on "score" board changes when the score is tied in (volleyball) "game". (The level of "score" / "status" effects the type of color change found on S ('screen) / nr ('notifier) of any product / sys; eg: 7G)
-"Billing": bills for what / how u gets requested "scores".
-R127 [Commuter's train ticket credit card: circuit emits frequency read by device in ticket gate. JR (Japan Railway)].
--Also copied to "Access", "Bill", "PS", "Score", "Track".
-US Patent No 4875432: color on "score" board changes when the score is tied in (volleyball) "game". (The level of "score" / "status" effects the type of color change found on S ('screen) / Nr of any product / sys; eg: 7G)
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% "Access": See: "Access' BA" = "Score": Each of the accessible files have a score rating.

-scoring system also scores itself for: ability to keep out hackers; user friendliness; how good it's uip-tailoring; user happiness.

-1G22 Reward Generated By 'Scored Usage Level.

SECURITY SYSTEMS – CRIME DETERRENTS

BURGLAR DETECTOR EMITS BARKING SOUNDS upon hearing intruder:

3A-180 Paranoia Alarm System: sends out the cynical laughter of a clever "clown" upon illegal entry. Other messages: sirens then "come out with your hands on head"; breaking glass as if there is another nut on premises; dogs; "hey you come here", "hands up you're under arrest"; weird non verbal sounds; weird cosmic dogs; anything (sounds, etc) especially psychologically geared to scaring either the semi-paranoid and or those on drugs during the burglary; etc. Audio/visual effects proven to deter burglars: laser displays, statements in light appearing on wall(s), televisions turning on with a film/video.

-display may select to show to the burglar: information system has picked up info on burglar eg: their height, weight, race, face picture, etc. Burglar told information is stored in distant, irretrievable, or secret source, or police "C". Burglar may or may not see their own face. Maybe camera/sensors hidden in any number of ways. Output to burglar select audio/visual proven to often psychologically scare/deter or reduce the time burglar wanders on premises.

3A-210 SPEAKER SYSTEM HAS SOUNDS coming from changing directions: burglar hears: owner walking around premise, verbal condemnations [sounds like recording device or person a bit far off], police breaking window to gain access and other sounds to cause burglar to at least feel more nervous.

3A-370 SOUND OF BARKING DOG upon ringing or person walking up walkway (when laser line(s) is crossed). The realistic sound gets louder in seconds signifying dog is closer to front door.

-as person walks around outside of dwelling the dog barking follows them by sounds emitting from different speakers.

-type of dog barking changes (eg: gets more angry, with or without sound volume getting louder)

-great for people who want the protection of homes, but without the problems of caring for the animal.

-user can have small empty doghouse in back of large American yard, to the side (so possibly visible from garden side entrance door)
-3C-460-083005 Barking Warner: Sounds of barking dogs initiated by
sound sensor, doorbell, or burglar alarm. Be free of live dog maintenance.

3A-520 WATCH SOUNDER: making all types of sounds: laughter, sirens, alarms, verbal announcements (recorded by manufacturer or user), etc
-H-volume control
-H-radio, tv, player of future small size CD

5A-220 SOUND REFLECTOR: each of intruder's sounds (eg: steps, opening of closets, breaking of glass...) are recorded and played back to spook and help deter burglar.
-have the karaoke option convert their sounds into others

6B-38 UPON ENTERING AREA near front door (motion detector senses person), or, ringing door chime, system announces something in words, or sounds (eg: music). Can state, name of family, company, hello, etc. Manufacturer or user can record outgoing announcement.
+ can record message from person ringing doorbell

END OF SECURITY FILE
File: Feature Intro / Sensors

SENSORS

Senses for signals. Senses for one or more diverse stimuli (simultaneously, via different sensors). Eg, seeks: vibrations or motions from people, heat, chemical contact, etc!
. Notes/"notifies" continuity of situation (signals) and or changes. Senses for one or more diverse stimuli simultaneously/consequently (if one type of "sensor" is triggered others are checked for (to verify if initial "sensor" was valid; for greater depth of analysis). Sensors include:
-Heat: Senses for changes in heat caused by people coming into area(s) / changing locations within area(s).
-Vibration/pressure: Judges when a person/*object is nearby via the vibrations and or pressure applied to pressure sensitive sensors (mats opening doors). Floor Panels: notes pressure when stepped on, locates person's positioning.
-Sound -> "Mic" -> "Sound analyzer"/sound "sensor" (of any type, eg: sound of certain decibel or frequency range) -> "C".
. Other: * ps (Positioning System like GPS) sensing for pd (positioning device) . Tripping of laser light(s). * "Visual Analyzer". Drawing: "sensor" (different signals are received (sought for)) > tr > receiver >c

(computer)> analyzed > desired response ("notifier"/s/**printer/**fs). *Magnetic: device being sensed has a magnet who's position is tracked in room.. Motion Sensor: camera memorizes pixels in area and notes if changes are made beyond certain level. Program (pp, mp) for system to seek limited changes. "Distancer".

-General: the type of signals received can identify the characteristics of "U"/subject/subject being analyzed. Act as sensors seeking out signals showing: motion; changes in chemistry, temperature, *quantity, *size, frequency (of occurrence; of waves (magnetic)); etc. Certain patterns can designate particular "U" (people), and hence act as a type of "access" (when particular pattern(s) of signal(s) are received, system functions according to any "adapt").

-For Techies 1: access; basic**; cart ('software cartridge) (different signals are sought for >c (computer)> analyzed > desired response ("notifier"); all according to the type program (triggered by) on cart); "sensor" >c (computer)> s; scientific research / educ: learn the characteristics for targeted USER/subjects; "sensor" can "float"; "interactive": according to type signals, system responds accordingly; *morning; mp/pp: how system w/ "sensor" shall react; multi-user^: adapt; each occurrence of (incoming) signals are "tds"; t: user is telephoned (emergencies) when signals match characteristics of desired occurrence (adapt); uk: how system should respond to signals; U (user asks system questions); **vc (of notifier).

-For Techies Drawing: user = "sensor" ~c (computer)=

ACCESS ; ANALYZER ; BRAIN ; cart ('software cartridge) ; MULTI-USER ; notifier ; osc (outgoing sound communicator) ; pr (software program) ; ps (Positioning System like GPS) ; q (user and or system asks each other questions) ; r (remote control) ; SCORE (rates the sensor's signals received); SENSOR ("analyzer" compares signals received from other "sensors"); SOUND ANALYZER ; STATUS ; tds (time date stamp feature) (registers when (w5 (what, where, why, when and how)) occur); TRACK (motion sensor follows/tracks); VR% .

.-4E020 Content Date Stamper: Registers and organizes previous occurrences.

-See "Brain": system' feature 'adapts according to circumstances.

-Sub-Part: Sensor-Motion: "analyzes" (human) body motion, functions can be limited/effected (for USER) according to where body is.

-US Pat No's pertaining to human motion sensors: 5327233 Movable security camera; 5271416 Audible alarm for motion detection using dual mode transducer; 5143086 Device for measuring and analyzing movements of the human body; 5139261 Foot-actuated computer game controller serving as a joystick.

--search strategy: [bib kw 9.94 (location* or position* or whereabouts) & sensor* and (body or person* or human* or animal*). 5307277 Location detecting apparatus; Ultrasonic animal repelling apparatus 5214411 %; Sensor for detecting the passage of a person or an animal in a field of view 5196826; Method and apparatus for estimating a position of a target 5130934; 5166533 Triangulation type distance sensor for moving objects w/ (with) window forming means; Locator for a moving body [takes into account angular motion] 5122960.

-Chemical sensors: chemical reaction (between any two designated / sought after chemicals) -> reaction causes new sought after chemical(s) -> triggers chemical reaction w/ (with) chemical sensor -> sends signal to system = analyzer / notifier. (Chemical sensors used in) 7G050 field of inventions.

.-A code (access, electronic `water mark') encoded in sw/data* limits how system / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

.-"Billing": bills for what / how system' picks up.

. US Patents 12.95 bib disk: % str: sensor* and (human* or person*)

. 'Coordinator: + Merging of 'analyzers 'sensing the change / presence of occurrences. Like a human brain w/ multiple senses, system's multiple 'sensor' 'analyzers can better 'analyze what is happening W5 (what, where, why, when and how). Merging of multiple sensors gives more angles for a better perspective.

. 'GPS / sa (sound analyzer) / other occurrence 'analyzers = C:

-What occurs W5 (what, where, why, when and how). Changes related to motion are better understood. Eg: what user / element being observed is doing W5 (what, where, why, when and how), like walking or talking or typing in a particular 'zone.

. 'Visual Analyzer = SA: any changes noticeable via visual analyzer [and associated sounds]. For expansion see: va.

. FOR TECHIES Diagram: User = This invention System [multiple 'sensors] ~c (computer)= ACCESS (W5 (what, where, why, when and how) of accessor's functions) // ANALYZER (multiple sensors being analyzed) // BA (BEHAVIOR ANALYZER) // CART ('software cartridge) // MULTI-USER // notifier // osc (outgoing sound communicator) ['microphone picks up on its sounds] // pr (software program) // PS-Zone // ROUTER (W5 (what, where, why, when and how) element / information [flow] is routed) // SCORE (different 'sensors / occurrences are weighed differently by 'analyzer-> determining different conclusions about nature of situation) // SEEKS & REACTS ([altered] occurrences) // SENSOR (sound, vision, smell, vibration, temperature (body heat)) // SOUND ANALYZER // tds (time date stamp feature) ('order & timing = 'score) // TRACK // adapt (which 'sensors are scored and how) // VISUAL ANALYZER.

-Sensor-Motion: "analyzes" (human) body motion, functions can be limited/effected (for USER) according to where body is.

. Motion Sensor Examples: Magnetic: device being sensed has a magnet whose position is tracked in room. Camera memorizes pixels in area and notes if changes are made beyond certain level. Can seek limited changes, eg:

-Floor Panels: notes pressure when stepped on, locates person's positioning

. Other: Tripping Laser Light. "GPS", "PS", "TRACK". (Body) heat sensors. Our Pet Door Paw. Cleaner invention allows 'access after pet moved paws on soft bristle mat for set time period based on motion sensor's timer.

. Nano Technology Sensor = functions with 'content analyzer: Nanomaterials include: microscopic and super-efficient materials that might pose health risks should they enter lungs or skin. They're used in diet supplements, sunscreen, car bumpers, clothing and Jumbotron stadium lights; they make stronger building materials and can fight cancer.

-'Access can be given/denied based on 'content analyzer's = 'reaction. See City of Berkeley in California and US Government [proposed] regulations – Our invention also 'tags (with other molecules / RIFIDS / etc = for

'tracking. 'Reactions based on presence of Nano molecules can be identified via 'sensor / 'BA (Behavior Analyzer) (of element effected, eg: they feel or act differently in pattern 'associated with such exposure). Use to protect life and earth against pollutants – form of "environmental protection.

File: Feature Intro / Software

Software(s). Some / all functions are sw (software) controlled (turn on or off) / altered (change desired function / effect) via = User (pr / k) functions of system (via its sw). k (keyboard) =c (computer)= sw (software) (cart). Upgrades of sw (software) can be made available (by manufacturer).
-See "Brain".
-A code (access, electronic 'water mark') encoded in sw/data* limits how sw (software) can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".
.-For Techies Drawing: c (computer)(SW) =
ACCESS ; ANALYZER ; BRAIN ; CART ('software cartridge) ; EDIT ; k (keyboard) ; M (mainframe computer) ; MULTI-USER ; +PR ; q (user and or system asks each other questions) ; r (remote control) ; ROUTER ; tds (time date stamp feature) ; TRACK . Overcoming unjustified high sw (software) programming costs, eg: due to lack of market for specific applications: Simple versions can be utilized when costs for programming don't justify. Develop standard (shell) sw (software) packages that can be (easily) altered/pr for diverse applications (by most u).
-"Billing": bills for what / how user uses "sw".
.-SW requires HW (hardware) found on "c" (computer).
* sw (software) SECTION - Maybe Less Important:
Some / all functions are sw (software) controlled (turn on or off) / altered (change desired function / effect) via = User (pr / k) functions of system (via its sw). K (keyboard) =c (computer)= sw (software) (cart). Upgrades of sw (software) can be made available (by manufacturer). See "Brain".
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ACCESS ; ANALYZER ; BRAIN ; cart ('software cartridge) ; EDIT ; k (keyboard) ; M (mainframe computer) ; MULTI-USER ; +PR ; q (user and or system asks each other questions) ; r (remote control) ; ROUTER ; tds (time date stamp feature) ; TRACK .
. Overcoming unjustified high sw (software) programming costs, eg: due to lack of market for specific applications: Simple versions can be utilized when costs for programming don't justify. Develop standard (shell) sw (software) packages that can be (easily) altered/pr for diverse applications (by most u).
-"Billing": bills for what / how user uses "sw".
.-SW requires HW (hardware) found on "c" (computer).

SOUND VISUAL FUNCTION

Inventive functions converts sound to visual 'effects, and visual to sound 'effects. A form of 'effect.

D1: camera = signal converter = "C" = sound generator = osc
D2: mic/sensor = signal converter = "C" ("brain" ("analyzer")) = text/codes/display/printer/tr.
-US Pat No's: 4260229 Creating visual images of lip movements; 4278838 Synthesis of speech from printed text; 5213108 visual display stethoscope.
++ 5314336 Toy and method providing audio output representative of message optically sensed by the toy. Pat issued 5.94 to individual. Did this Sound visual analyzer part file invention first?

3A762 MUSICAL KALEIDOSCOPE: according to the lights and or shapes seen, certain sounds are created. The lights/shapes may be generated via pure electronic means or the older methods. This is an 'effect that's a 'reaction to a ['game's entity's action.]
- related to 3A-760: music based on the visual input. Different viewed colors create different sounds/music.
-audio and visual portions have on/off switches

A1-140 VISUAL TO SOUND CONVERTER TOY:
Make music by moving optical reader over visual displays on paper, CRT's, art which may be designed to trigger certain sounds for the reader. Person chooses speeds of movement and direction of backward and or side-ward motions. Can use on any other object such as animal's fur, desks, carpets, leaves, special sections of newspapers wanting people to hear music for the fun of it or as a promotion (latter can be done on any other surface, flat or otherwise).
-"visual sound analyzer"

2B090 SOUND ART: Convert sounds into interesting (two dimensional) shapes and colors. Program how a sound is converted into an infinite array of possible graphics. ['Game]'images also dance live to the user's tune of sound generated.

+ Interacting w (with) Images: Manner in which 'user 'interacts audially w image= results in (live) 'editing of image. Forms of 'interaction. 'Image dances according to u's:
--body movements [see KN (invention) body movement analyzer in "J" directory].
--usage of 'mouse [kn's joy stick]
--[verbalized] sounds created by u= into 'sound analyzer.
--ba= which triggers any associated= 'sensors / commands.
--'images created by u= 'results in additional 'images = via:

'Artist; 'Edit; 'OSC.

Multiple users making sounds in unison: each user can help orchistrate the total 'images created. System might also 'track the unique qualities of each user's voice (sa) so each 'multi-user has their sounds treated as unique sources, eg: multiple images overlaying other user's 'images.

.-Finally the consumer electronic merging of sound with creation of the visual arts! Convert sounds into art! According to pitch, volume.... screen develops colors and lines going in corresponding directions. Develop art that is chronologically developed over minutes into one or more pictures, or art that is instant as in still life camera. Prints out onto black/white or color prints. Earlier models requires disks to be taken to dealers/special shops for processing!

.-'images can be printed out.

Options: Manufacturer provides special instruments easily identifiable by machine to keep down costs.

-requires interesting colorful fantastic software too

-interesting portable product for kids when they walk around outside.

-user can select into which visual modes they want sounds converted, eg: color(s), types of shapes (2D or 3D, squares, cubes, bubbles, etc)

-cartridges

-this product also includes descriptions from product 1B-88

Audio's Hologram Generator:

-according to sound/music made and type program within software used, graphics and other holographic images are created according to the sound (like the system of sound effecting the bounce of a laser's beam - in tern making interesting graphics on a two dimensional screen)

-user can program its visual effects independent of sound too

-converts sounds and music and voices into abstract art, visuals. Alter, synthesize sounds into desired graphics. Effect: colors; size, select whether you want many small parts or few parts; contrast; brightness; overall size; number of multiple copies (choose if they shall be identical, similar or widely different interpretations of same audio source); type inks, methods of making impressions

-will be additionally popular when virtual reality becomes more popular. Great for musicians who want the graphic interpretations of their works - can show both side by side.

ACCESS:

-correct moving image= access: u (user) is able to see how their sounds are generating the required ('images), allowing better sound control. Visual representation of sounds is easier for u to gauge and make any needed corrections. Copied to 'Access in 1.97]

-"tracking" changes in sound / 'images = creates signals w/ applications for: 1] using same track coupled w (with) new 'editing= creating new 'images / sounds. 2] storage in 'cartridge: a key used for 'access.

OTD Drawing: U/Output = This N sys ('system) [creating 'images via sound] ~ c ('computer) = ARTIST [] // ANALYZER [] // BA [] // CART [] // EDIT [] // EDUC [coordination of visual to sound modes, using new parts of brain. Increasing creativity.] // MULTI-USER [] // NR [] // OSC [] // PR [] // PS-Zone [] // Q [] // R [] // ROUTER [] // SCORE [] // SEEKS & REACTS [] // SENSOR [] // SOUND ANALYZER [] // TDS [] // T [] // TRACK [] // UIP [] // VISUAL ANALYZER [] // VR [] // WA [].

OTD:

.-option: each time the same sound reappears, the visual effect might never be exactly the same; attachable to tel ("T"); take pictures of effects, or stores in "C" memory and can be printed onto color printer; can develop interesting "C" generated music for great special effects on device; Codes: Remote ("R"); all; display ("S"); c; mp; pp; uk; interactive; toy; game; entertainment; "mic"; portable; sst; printer; "M"; bp; osc; vc; score; md; cart; cp; character. "Tilt".

. PATENTS: key word search of US abstracts 1.74-1.97 www.qpat:

-(sound music) and (convert alter move) and (image picture)

--color brings 700 patents. dance 3000 patents.

2B091 SOUND KALEIDOSCOPE: The view changes according to sounds in environment. Each sound is converted differently according to which buttons are pressed.

-incorporates 2B-090 into its product

-kaleidoscope: according to sounds, a type of kaleidoscope effect is generated by whatever user looks at. The same object in real life, looked through the electronic kaleidoscope looks different according to the sound generated. Has eye vision contraption with strap around head. An early form of virtual reality.

--this feature is related to 3C-230

-/OTD: display ("S"); "C"; pp; mp; uk; %interactive; toy; basic; entertain; "mic"; portable; printer; bp; cart. "Tilt"

. PATENTS: key word search of US abstracts 1.74-1.97 www.qpat:

-kaleidoscope

-were 52 or so patents w (with) vague titles. Didn't read most.

2B092 KALEIDOSCOPE WITH MISCELLANEOUS FUNCTIONS:

"Screen" changes according to any one or more of following:

--OTD D (Drawing): U = This N sys ('system) [] ~ C = ACCESS [u's access level] // ARTIST [w5 u 'edits their 'images] // BA [] // CART [] // MULTI-USER [] PR [] // PS-Zone [] SCORE [of 'game] // VISUAL ANALYZER [] // VR [] // WA [].

--'tilt at which kaleidoscope or its 'R is positioned.

--this 2B092 1st conceived in 1.97.

5E03 AUDIO'S VISUAL CONTROL MECHANISM: The basic Sound-Visual Analyzer only.
-In other words: By changing visible element, sound is altered/synthesized accordingly.
-Each color or filled in box generates different sounds/music.
-While listening to music/sound multiple 2D or 3D (three dimensional) objects are effected accordingly (pulsate or vibrate to the rhythm, change color, size, position, angle according to the volume/treble/bass).
.--Eg, each of the following is represented by different object: volume, treble, base, pitch, each of the different rhythm creating elements, singer's voice (it can also be broken down into its elements).
-User then can touch the object (2D or 3D) so as to alter the sound results. Eg: there are man's and women's vocals, and user touches (in one of the multiple possible ways) the round purple object representing woman's voice = result: the woman's voice changes according to how it was touched.
D: 1sound type = 2computer = 3display/4[object altered according to sound type output/desired]
D Notes: 1: stereo/osc/speaker; actual sound created. 2: uk/remote/mic/sound analyzer. 3 an "interactive" "display"/"display".
-OTD: each object can be numbered or titled according to its application/function.
-the manners in which the representational object can be programmed/controlled to make the desired changes: length of time touched; direction of touching; speed of touching; intensity of touching (light or hard touch); type of object touching (finger, stick, "remote", foot pedal, changes in "dance".
-TM: Flat Music (Sheet). Draw Sounds.

CONCLUDES THIS SOUND-VISUAL FILE FOR THIS PAT APPLICATION

SOUND-VISUAL * =

Converts sound signals to visual effects; and visual effects to sound signals.
D1: camera = signal converter = computer = sound generator = osc
D2: mic/sensor = signal converter = computer = display/printer/tr
-OTD #1:
The Following Are Visual to Sound Conversion, and Sound to Visual Conversion System Elements; this category might also occasionally also be written "Sound Visual" or "Visual Sound".

2B-090 SOUND ART: Convert sounds into interesting shapes and colors! Program how a sound is converted into an infinite array of possible graphics.
2B-091-200000001 Sound Kaleidoscope: The view changes according to sounds in environment.
3A-630 Sound Analyzer
O-"Composition": all the different elements for: creating sounds which are in tern converted to graphics; or visa versa taking sounds and converting them into graphically edited images according to the synthesized sounds.

O-New element: Convert images into sounds, eg: record player, CD laser player, fax transmissions. The sounds created can be processed through sound synthesizer and programmed to create the desired sounds according to the images inputted by camera, scanner, or other sensor, etc.

*New Element: the sound received by microphone and or other sensor can also pick up any airwave frequency and convert to other sounds audible to human ears, or into the images.

*O-"Artist": the sounds have already been converted into corresponding images as explained in "Sound-Vision", these signals can then be controlled by user (eg: via mouse, key in put, programming) to create the desired images. Conversely, the visions created via "Artist" may be used by "Sound-Vision" and "Composition" to generate sounds.

-OTD #2: display; fd-hdd; pp; mp; uk; toy%; basic; entertain; microphone; synth; bp; osc; balance; speech; vc; md%; cart; cp; motion sounder%; remote; notifier; air pad (transmissions are audio which in tern are converted into visual; or transmissions are visual which are in tern converted into audio); visual analyzer% (useful not as an alarm generator unless otherwise specified, but in helping system guiding itself).

It's "Visual Analyzer" & "Mic" interprets images into data: words describing what it sees/hears; other codes system ("brain") can use to process ("brain") images/sounds. The manner of interpreting transfers between visual (images) and sound (osc) controlled by: software (pr), analyzer.

* SOUND VISUAL ANALYZER SECTION - Maybe Less Important:

D1: camera = signal converter = "C" = sound generator = osc

D2: mic/sensor = signal converter = "C" ("brain" ("analyzer")) = text/codes/display/printer/tr.

-US Pat No's: 4260229 Creating visual images of lip movements; 4278838 Synthesis of speech from printed text; 5213108 visual display stethoscope.

++ 5314336 Toy and method providing audio output representative of message optically sensed by the toy. Pat issued 5.94 to individual. Did this Sound visual analyzer part file invention first?

-6B580 (Moved from there): Converts voice to text; or text to voice.

Record Player Option: Reading bar codes or other related codes to generate desired sounds, music, etc. This facet is encouraged for the patent application, yet percentages of profit for this facet are already reserved for another party.

.--Even a new type of fun record player with wheel or sheet feeder might be used. Purpose: control the speed in which data is received

.--The system might be able to read codes at many high speeds, yet only sound out the data at the desired sound. In this case, the reader must be designed for certain codes.

.-Scans words, then speaks them from osc. Also, verbalized words are converted into digital form and 'edited in any desired manner, eg: sw search and replace.

.-Also: u (user) speaks -> mic -> heard words converted into text -> "analyzer" = sys ('system) scans digitized text words via (sw's word search - bringing up corresponding text / nearby sentences or paragraphs; uip-db;

"analyzer" able to determine the levels of applicability/importance of nearby words / situations (as occurred in environment, eg: sounds, "tracked" events) = sys outputs text and other information (similar) to what human operator of sys seeks / needs (but may not have known earlier, due to uip). 83

.-(this single product is a combination from designs 1B-58 & 1B-60)

Great for: kids, the blind, those who are too busy to read can just let the scanner read (even by paper sheet feeder) and do what they do without sitting down, eg driving, etc.

OTD 83

.-Acts something like a record player from 2D surfaces.

.-OTD: "S"; "C"; pp; mp; uk; educ; toy; entertainment; "mic"; portable; "M"; bp; osc; vc; cartridge (for type voice desired, eg: select from different personalities, accents...); cp. OSC - "Tilt"

*O Light Emitting Scanner: as scanned one or more light colors, sounds, music are emitted in fashion corresponding to item being scanned. Change item being scanned and get different lights, sounds. Scan paper's words, pictures; leaves; stones; tile; fabric; faces; etc.

.-markets: toy, part of product

.-displays: different graphics according to item being scanned. Can convert pictures being scanned into something different.

.-UIP way device makes its changes, eg: into larger simpler shapes, more blue and green, change all pink to orange etc. 83

.-Great for kids! They can walk around their room having magnificent creative fun....how many other products in their room could be so imaginative!

.-Scanner sends out light and or sound waves (not necessarily audible to human ears) and then depending on how it bounces back to device, the appropriate stimuli (light, sound, music...) for user, is created;

.-this product was combined with product 6B-60

-OTD: All; "S"; "C"; mp; pp (types of effects desired from whatever scanner sees, eg: shiny surfaces can create more white or golden light...); uk; interactive; toy; entertainment; exercise; portable; sst; iq; printer (prints out graphics, color, etc according to what was scanned - the print out is the reaction, like light being the reaction as above); bp; osc; vc; egh; score; cart (types of reactions that can be created and how); rpc (for main part of product); cp; uq.

Sound Analyzer: 'microphone picks up from any external module [tel handset, microphone on [personal] computer. The main frame with the 'SA has greater capacity to 'analyze.

-sensor adjusts according to the air quality, eg: sound gets dampened in high humidity

-separates out other sounds [not wanting to be analyzed] [by following patterns of (unwanted) sounds].

GPS Enabled Sound Device: 'Zone of event controls/triggers 'Sound Analyzer. 'SA can 'track the sound. It can 'tag the sound by seeking [similar sound patterns] coming at different times and/or from other locations.

Any location/gps 'trackable activity, will trigger 'designated [communicable] signal like sound, vibration, light, etc. 'Designated speeds trigger signals, eg: driving music for highway driving.

6B580 (Moved from there): Converts voice to text; or text to voice.

Record Player Option: Reading bar codes or other related codes to generate desired sounds, music, etc. This facet is encouraged for the patent application, yet percentages of profit for this facet are already reserved for another party.

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.-Also: u speaks -> mic -> heard words converted into text -> "analyzer" = sys scans digitized text words via (sw's word search - bringing up corresponding text / nearby sentences or paragraphs; uip-db; "analyzer" able to determine the levels of applicability/importance of nearby words / situations (as occurred in environment, eg: sounds, "tracked" events) = sys outputs text and other information (similar) to what human operator of sys seeks / needs (but may not have known earlier, due to uip).

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Great for: kids, the blind, those who are too busy to read can just let the scanner read (even by paper sheet feeder) and do what they do without sitting down, eg driving, etc.

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CONCLUDES THIS SOUND-VISUAL* FILE FOR THIS PAT APPLICATION

File: Feature Intro / Status

STATUS

Determining The Status Of A Situation

This feature can score a user's performance, a function, or situation. Same as "Score".

-Status of product ("score"). Drawing: k (keyboard) =c (computer)= S (screen shows "score"/"notifier's" signals)

.-4E020 Content Date Stamper: Registers and organizes previous occurrences.

-See "Brain": system' feature 'adapts according to circumstances.

-For Techies Drawing: user = "Status" (status determined via / upon determination of "status" system controls following parts accordingly) ~c (computer)=

ACCESS ; ANALYZER ; BRAIN ; CAMERA ; CART ('software cartridge) ; %EDUC (tgh (therapy gets harder)); M (mainframe computer) ; MIC ; modem ; MOUSE ; mq (manufacturer asks user questions to adapt it) ; MULTI-USER ; NOTIFIER ; osc (outgoing sound communicator) ; pr (software program) ; ps (Positioning System like GPS) ; q (user and or system asks each other questions) ; SCORE (score keeping process altered); SENSOR ; synth (sound synthesizer) ; ADAPT ; U (user asks system questions) .

-Sub-Part: Status-"Edit": alter system according to status of situations ("access = BA (Behavior Analyzer)"); Status-adapt: develop db; Status-Notifier: notifies for unusual occurrences.

-"Edit": Determines how "status" function controlled / utilized.

.-A code (access, electronic 'water mark') encoded in sw/data* limits how system / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

-US Patent No 4875432: color on "score" board changes when the score is tied in (volleyball) "game". (The level of "score" / "status" effects the type of color change found on s (computer screen) / Notifier of any product / system; eg: 7G)

-"Billing": bills for what / how user requests "status" for.

* STATUS SECTION - Maybe Less Important:

-Status of product ("score"). Drawing: k (keyboard) =c (computer)= S (screen shows "score"/"notifier's" signals)

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'SYNTHESIZER PART

Table of Contents for Synthesizer Files:

. General Info

. File to Read Later

. Synthesizer Coordinator

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5A270 STREET SOUND MAGNIFIER: Car's system magnifies outside sounds while stereo is in use. Reduces possible accidents.

*-User programs system to be activated while playing or not playing music, radio. Magnifier may/may not cut out music at time sound is amplified according to system, sound volume or user's programming. *-applicable especially for: hearing impaired, those who like to play music loud but must lower it so as to hear the outside

-"sound analyzer": magnify / study any sound/osc's effects

.--4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip)

5A900 (Needs more work) CONVERT VOICES into those which create the feelings of: passion, friendliness, energy, intelligence, impatience and the expectation that the listener perform their work well (studies show that speaking to people in certain voice tones tends to create better work results from them)

A1-430 VOICE ENHANCER: "sound better". M enhances your voice when on "T", using p's previously recorded voice characteristics transposing them when their voice due to poor emotions is less desirable, or more easily, select from "C" Voice Makeover options by keying or verbalizing request. Hear own voice at other times yourself to boost moral. Mix therapy machine. E, S, Me, TT, HH, BP, attached to "T", "C".
-Studies show your voice is more pleasing when previous sounds heard are pleasurable. Have a calls that are important or difficult to make: sales, speak with boss, parents, sick/terminally ill relative (eg: has AIDS) and conservative family member rather not speak with but they need your cheering up? Listen to sounds, or voices (w/ or w/o music). BP, E, S, TT, HH, Cons, Bus, LL, W2. Mix with therapy machine. Voice Mate.
-certain osc (words, "moods", "entertainment% - screened: "Entertainment" / Program (sw) Screener: 9G220: sys ('system) screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%)

8B330 ACCORDING TO TYPE APPLICATION, PERSON'S VOICE IS CHANGED accordingly, eg: their voice for announcing plane is ready for boarding, plane is late (frustration, or anger in voice of speaker who is afraid of being attacked with anger from passengers and who in tern is semi hostile in voice as protection - this is bad), etc.

R57-2 SYSTEM SYNTHESIZES IN NEW MOODS to voice recordings: From menu, select what feelings you want expressed. Existing sound track of person's voice is synthesized accordingly.
SYNTH (alters the person's voice according to type behavioral situation they may be in, eg: stressed, eager to buy merchandise, deceitful); This synth function works much like the "artist" modes of this general N, eg: via menu select how you want existing data on person altered, upon k in one or more options. -D: k (u selects from menu of choices, eg: person will be: angry / sly / relaxed / passionate) / sound track of person (copy of real voice / c ('computer) estimates type voice via (visual analyzer / uip / bva (though no rec took place of actual voice if restricted by law) = analyzer = generates (estimated) voice of person).
-TDS ()/ T ()/ UIP ()/ VISUAL ANALYZER ()/ VR%/ WA ().
-utilizes 57-1: similar intentions / functions, though audio and visual modes are replaced.

Computerized systems with enough memory might store all sounds in predetermined synthesization per the type occurrence. However, products with a great variety of sounds, or sound sources from outside the system will benefit from synthesization.
-Outside sources of sounds include: internet; 'cartridges; sounds system picks up [via 'microphone] and 'synthesizes.

For those with auditory problems= according to u's type problem= system alters osc's sounds:
-problematic/certain words/phrases are altered (for listener) via their being designated by differing: sound frequencies ("synth"); speakers: opposite sex speaker states designated portion of text; flashing lights or other sounds (c=osc) when designated words are being heard (osc).
-converts sounds in manner similar to (KN) which hears then translates words into other languages= then= osc = heard by listeners.
-D: U (speaker) -> mic = sound analyzer = c (db for how words may sound) = osc -> U (listener).
-See "Artist's" Text "Editing" (for dyslexics).
See: 2D-220 Guess the Sound Game: in "Game" Part.

See 5E080 ACOUSTICS SELF ANALYZER: Related products probably exist - but their degree of overlapping on this invention is unclear. System self analyzes best synthesis for acoustics of room/hall.

* 5E010 'SPEAKER'S POSITIONER:
Invention helps novices or others determine the best positioning of their sound speakers.
This is a similar but different invention. Uses "distancer"/"GPS" for when system analyzes where the speakers should be placed.
Helpful for:
-bands frequently setting up new at new locations
-distance of speakers from each other in relation to size/dimensions of room/*type of room surface construction (acoustics (bouncing of sounds)) are determined via^: manual measurements / keying in of info; determined electronically via^: "distancer", electronic distance measuring tools (commonly available in retail hardware stores).
.-people who like to often make adjustments to their room's acoustics (feels like you have a new stereo system, and or new room, for greater variety).

Diagram: 1tr = 2frequency bounces off wall = 3receiver = 4computer = 5display/6printer/7speaker & or balance/8 other.
OTD for D:
3access; 2air pad; %artist 4/5/6/8; basic4567; cart4; clap4; composition4; date4; 1distancer (place separate "tr" units in key positions of room/location (room's corners) - this shows the desired/important perimeters, then the other 1"tr" half = 4"computer", together determine the actual distance); %interactive; locator1; **4mfh; %4mic; 4multi-user; 4notifier; 4osc*; 4pi; portable; 4pp; 4remote; sound analyzer%4; 4stereo; 4synth=analyzer (synth's effects alterable according to room's acoustics (caused by size, structure, type music); 4uk; 4uq; 4vc; 4vr%; %4wa.

PATENT SEARCH Strategy & some related US patent numbers: No related N (invention) found, yet under impression it might exist.

5E080 Acoustics Self Analyzer: ()

-str Bib 8.94: (self adj analyz*) and audi*.

--self adj analyz* = 1 response

-str APS 69' to 8.92: ((automatic* or self) adj3 (adjust* or analyz*)) and (audi* or music*)

-kw: sound

DIAGRAM: This N Sys (Room Sound Analyzer) / c ('computer) =

ANALYZER (); CART (); M (); MIC (); MULTI-USER (); OSC (); PR (); SOUND ANALYZER (); SYNTH (); UIP ().

OTD DIAGRAM #2: This N (invention) sys ('system) () ~ C =

ACCESS (); ANALYZER (where to place speakers, how to set osc's el (electronic) settings (as determined by analyzer)); AP (stereo); BALANCE (); CAMERA (); CART (); COMPOSITION (manner of: 1] pre-recorded manufacturer's recorded music (CD, tape, memory) / 2] u's using their composing sys, = determines how osc's sound adjustment sys should be analyzed); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (osc's speakers = mic = sound analyzer = sys adjusts how osc can better make outgoing going); MQ (for user's tastes (more or less bass, uip)); MULTI-USER (each u has own preferred settings); nr ('notifier) (when sound can be improved further); OSC (); PR (); Q (); R (); SCORE (sound analyzer studies how good sound is via different circumstances: w5); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (analyzer); SPEECH (); STATUS (analyzer); STEREO (); SYNTH (); UIP (); UQ (); VR (); WA* ().

$$P 5E090 'CORRELATOR: In I dir as of July 2000.

Example: Wireless Music Band: Each user's device inputs music into central system. In tern central system synthesizes sounds as programmed. System gives cues to players. Targets less experienced users during patent life. Benefits: Reduces costs for multiple portable units relying on single system. Helps music quality, and group's frayed nerves. Greater portability, freedom, sound making experimentation, cheaper recording.

-Group Music: There is a leading unit which interacts with "remote" units held by participants, creating (group jazz, educational forum)

-D: r (composer) = tr/rc = analyzer (cart, composer*, m*) = osc

Both sounds and text via osc can be altered: 'edit and 'synth can replace each other.

-when via the audio mode, the part 'synthesizer and 'edit can be inter-replaced.

--in other words, all functions in the 'edit part, can have a corresponding audio mode via osc, which in tern can not only be 'edited [such as for text or 'image] but also such content can be altered via the 'synthesizer.

Factors that can trigger and or influence synthesization:
-the user's 'mood, as determined by 'ba. Sounds are 'designated to create the desired feeling in user.

SYNTHESIZER PARTS:

. ACCESS: user must [manually] alter the sound they hear to gain access. Access has a general parameter in which they allow access. This is something difficult to put down as a password, or to instruct others.
. ANALYZER: System determines how to best synthesize the sounds, according to: ba, uip, limitations of the sounds which it seeks to alter, limitations of synthesizer's abilities.
. ARTIST: Makes sounds to match the type art. See 'sound-visual analyzer.
. BA (Behavior Analyzer): Sounds match what user likes.
. BILL: Pay royalties to those artists whose sounds are used.
. CART for: sounds; synthesizing software programs. User is 'billed royalty fees for using synthesizing software.
. COMPOSITION: System synthesizes music for the 'designated type of composition.
. CONTENT ANALYZER: 'Analyzes contents of the digitized sounds -> this info used to better determine how sounds can be 'synthesized.
. COORDINATOR: 'Coordinate multiple tasks/functions/goals. Examples:
-different elements are 'scored for their value in 'designating how something should be 'synthesized. Elements include: 'ba; form of 'education desired; how best to 'guide user; synthesizing sounds for 'multi-users listening to system simultaneously.
. DATA BASE of: stored sounds; * methods of synthesization; user's characteristics for 'ba.
. EDIT: Like synthesizing, sounds are altered. Synthesizing is a form of editing or altering [sound] content for 'designated results. See 'edit for details.

. EDUCATIONAL: Synthesizer attempts to 'educate user. % Examples:

7J09: Sound Trainer:

-Teaches user what things sounds like, eg: medical students needing to interpret body sounds [breathing]. Sounds unique to a particular student/patient are listened, and then synthesized so as to show what different ailments would sound like.
--Should doctor be uncertain as to how they should interpret a particular sound, they might store the sound patterns of the person when healthy. Next system would alter the normal base sounds to represent 'designated maladies.
-Sounds for machines [vehicles] are altered to show the type malady.
-Benefits over simply storing all the diverse malady sounds without alteration:
-user can input normal sounds and see how they might change.

-the number of source sounds and each of their possible forms of alteration may be too big.
-the level of imprecision from a synthesis may be such that the manufacturer though warning the customer, may be less eager to carefully synthesize diverse sounds. If the sound is synthesized on the spot, there may be a greater tolerance for lack of accuracy, as long as there is some vague resemblance of the correct sound.
-'Educates people in learning how to interpret sounds.

. EGH (Education Gets Harder): The forms of sound get more and more difficult for listener to recognize [as part of 'educational process].
. ENTERTAIN: Play nice sounds. Target's user's 'designated 'mood [for uplifting, or motivation].
. Electronic 'GAME: Each player's sounds are synthesized for type situation.
. GUIDE: Eg:
-System identifies which type sounds user is weaker [in identifying for ('educational purposes)].
-Uses are 'scored on their ability to [semi-manually] synthesize sounds for 'designated results.
-Teaches user how to sing better via 'sound analyzer. 'Synthesizes user's normal base voice to show examples for closely how it might sound. This invention is written up elsewhere.
-7J10 Tuner: System 'sound analyzes the machines or [musical] instrument's normal / base sound; then shows how it sounds when in the correct or in the 'designated maligned state. Eg: When a professional tuner has tuned your piano; user stores the sounds for each key into system [as the ideal ones]. System cannot only play back the right ones but 'analyze for how far off a poorly sounding instrument sounds. System can suggest what and or in what direction any levers or gadgets can be altered to achieve designated sounds. Next system will 'score the newly arrived sound. This is a bit like playing the game of finding something, and the clues the user gets are green, yellow or red depending on if the user is making the corrections in the correct mode/direction.
. INTERACTIVE: During 'interaction, sounds are 'synthesized as 'designated. The manner of user's 'interaction effects how sounds are synthesized [such as via 'ba].
. MULTI MEDIA: Each listener gets their sounds synthesized differently, though they are maybe one of thousands of clients. Mediums include: internet.
. MULTI-USER: Each user's behavior profile, results in their hearing different sounds [per ba].
. NOTIFIER: Type of notification results in different synthesis of sounds. Eg: emergencies have louder sound and higher pitch.
. ORDER & TIMING:
-Different elements of sound piece are cut and pasted to achieve 'designated result. Eg: the first 5 seconds of the 3rd track (multiple tracks are played simultaneously creating overall orchestrated sounds) are played in the middle of the sound track for particular application.
.-Decides when, if and in what order [any] sounds are played.
. OSC (Speakers): Sounds are synthesized to take into account the acoustical dynamics [limits] of the speakers so as to maximize the 'designated sounds. Eg: Bass is lowered for cheap speakers; and if the same sounds are

desired to be heard by different people but with different quality speakers or listening environments; they synthesizer will take this into account.

. PREDICT: 'Sound analyzer 'predicts how the sound of system/machine/device/organic organism will sound. Such predicted sound would represent a 'designated occurrence the system is designed to 'seek. Upon such occurrence system responds as programmed, eg: by 'notifying user or making some [repairing related] function.

. PS-Zone: Synthesis based on [listener's] location.

. QUESTION: Answers used to better determine how to synthesize.

. REACT: System 'reacts to occurrences as programmed. One of the 'reactions can be the 'synthesized sound, eg: type of 'notification.

. SCORE: Synthesis is influenced by the 'score of 'designated occurrences.

. SEEKS & REACTS: System seeks 'designated sounds, and 'reacts with corresponding [synthesized] sounds.

Examples:

-Security system. Upon 'sound analyzer determining 'designated occurrences like person walking about during closing hours, or sound of glass breaking, system will generate sounds [to scare away or confuse the potential burglar]. This invention written before 1998.

-Organism behavior study: 'sound analyzer upon hearing designated sounds like mating calls will generate corresponding sounds to determine how organism will react [by its sound creation].

. SOUND ANALYZER: see the part.

. TILT: user controls how synthesizer functions by the 'tilt. Allows greater flexibility. Has an 'entertainment value, since it is fun to use. Use for 'composing music.

. UIP-Tailor: study user; and synthesizes sounds to meet their needs.

. W5: Different events determine how sounds are synthesized. Eg: -When: sounds for 'notification during a situation 'tagged as an emergency are louder and higher treble.

-How: should a device be used incorrectly, a slightly irritating effect is created [as a 'notification].

Other Techie Details:

Diagram: sound source (mic/tr) = signal converter = "C" (uk, mp, pp, cart) = memory/amplifier/play back = osc -/OTD: Both original and synthesized sounds stored in memory and can be played back; synthesizer induces the listener and or user into the desired state of mind, usually helping them feel good about what they hear (pi selects sounds to make user feel happy, sleepy, or relaxed); "C" (memory, database of sounds and synthesizing softwares); uk, and %mouse effects how sounds are synthesized (user selects from menu which allows user to hear 'sound bites' of how each sound element can sound, and then selects preferences for the composition and or pi); %interactive (according to how & or what user activates in system, synthesized sound signals respond accordingly, eg: user's action type #9 or #10 causes sound type #8); *M for greater sound synthesizing possibilities (user can shop for desired sounds for system's memory); balance; speech (vocalized sounds altered according to synthesizer, synthesizer is commanded by signals in response to user's actions/commands); vc (may be altered pp or mp; certain sound types can automatically be louder or softer than other sounds for that

volume setting); %score; md; cart for how sounds can be synthesized; %synthesized sounds can be sent over tel ("T"), sp tel, tr, mo; %pi controls how sounds can be synthesized (pi determines user prefers low base, hence uses more deep base in synthesizing); % modes of synthesizing controlled by "remote"; * manner in which sounds are synthesized are shown via notifier; % tilt effects how sounds are synthesized; %product connects to a separate device that synthesizes sounds for its user; composition

-related to other product numbers: 3a-790-042004 Magic Air Pen (device controls synth); %6b-630 Virtual Reality Voyager; %1c-301 Voice Instructor; 1c-310 Multi-color Adventure Pen (instead of giving out ink, synth decides on its own via pp & or mp when and how to alter speaker's sounds)

-See "Brain": sys' part adapts according to circumstances.

-Sub-Part: Synth-Adapt: synth adapts to pr, eg: uip/cart to get better response in u, like having more twanging sounds for southern USA audiences, and nasal sounds for Massachusetts, or short clipped sounds for NY or business applications, and childish sounds for young U.

-"Edit": Determines how sounds synth.

.-A code (access, el 'water mark') encoded in sw/data* limits how part / sys / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

-"Billing": bills for what / how sys' synth is asked to function.

-US Patent 5368308: Stream of recorded sounds broken into segments then re-ordered = "Synth": sounds reordered (according to: k / uip) = to achieve desired sound / psychological effect.

-US Patents: str: synthez* and sound*

CONCLUDES THIS SYNTHESIZER FILE FOR THIS PAT APPLICATION

SYNTHESIZER File: Synth&

3C401 Toy Sound Synthesizer:

. system operates like a sound synthesizer: it senses the sounds created by water and makes related sounds accordingly.

--one possible method is for device to listen on a certain frequency and emit on another frequency, thereby its own sound generations won't intern create sounds that are intern synthesized; that is, its "mic" only will listen for sounds of water, not from the sounds of its speakers

-sound output possibilities: echoes of water, such an echo can be as if it were in a small or large canyon, large bottle, beach...; or, the sound can simply be magnified louder with or without changes such as to treble, base...; non water sounds can also be generated...; recharacterization of picked up sounds: altering common bird sounds to exotic bird behavior (singing), taking the stress (high pitch) from dog barking so sounds like friendly barking.

.-use to amplify sounds of steam being made in a sauna

.-has "mic" which does/doesn't synthesize the sound

-OTD: "S"; "C"; pp; mp; uk; date; interactive; toy; all; entertainment; "mic"; synth; bp; alerter; score; md; uip; character.

* SYNTH SECTION - Maybe Less Important:

"PP" & or "MP" selects the synthesizing program and how it processes sounds; microphone ("mic").

-D: sound source (mic/tr) = signal converter = "C" (uk, mp, pp, cart) = memory/amplifier/play back = osc

-/OTD: Both original and synthesized sounds stored in memory and can be played back; synthesizer induces the listener and or user into the desired state of mind, usually helping them feel good about what they hear (pi selects sounds to make user feel happy, sleepy, or relaxed); "C" (memory, database of sounds and synthesizing softwares); uk, and %mouse effects how sounds are synthesized (user selects from menu which allows user to hear 'sound bites' of how each sound element can sound, and then selects preferences for the composition and or pi); %interactive (according to how & or what user activates in system, synthesized sound signals respond accordingly, eg: user's action type #9 or #10 causes sound type #8); *M for greater sound synthesizing possibilities (user can shop for desired sounds for system's memory); balance; speech (vocalized sounds altered according to synthesizer, synthesizer is commanded by signals in response to user's actions/commands); vc (may be altered pp or mp; certain sound types can automatically be louder or softer than other sounds for that volume setting); %score; md; cart for how sounds can be synthesized; %synthesized sounds can be sent over tel ("T"), sp tel, tr, mo; %pi controls how sounds can be synthesized (pi determines user prefers low base, hence uses more deep base in synthesizing); % modes of synthesizing controlled by "remote"; * manner in which sounds are synthesized are shown via notifier; % tilt effects how sounds are synthesized; %product connects to a separate device that synthesizes sounds for its user; composition

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-US Patents: str: synthez* and sound*

5E090 CHILD'S MUSIC GROUP COORDINATOR

Abstract

The invention improves unison amongst players and singers. It is the central component and synthesizer for multiple players of musical toys. Each musical instrument and or singer is synthesized individually to help create better all around music. It has applications for the adult novice and professional music playing market as well. Many other features.

A variation of Karaoke.

Details

The qualities of different versions of the invention depend on the price tag.

Target market includes:

-Parents with difficult to control children, who need entertainment indoors during rainy weather. More for children who need to be entertained while being controlled, and less for kids seriously learning serious music (small percent of market for inexpensive electronic instruments).

-Players more into experimenting with different instruments than learning to play any one very well. People are too busy these days to master just one instrument, when there are so many interesting choices around.

-Expensive synthesizer buyers: This feature is a built in aspect of use to those who:

1] want to save on labor costs of hiring a live synthesizer to work the controls

2] want to show group members which player needs to improve [since they system would show what the problems are with the playing without being judgmental or picking on one player. In this case the product would be more ideal for "wanna be professionals" in regions where there aren't many other musicians to pick from to make a band.

Marketing:

-Teaches children to work in groups.

-Fosters creativity

-Let's parents better control the sound levels of all or noise instruments (keeps the more rowdy kids in control)

-Professional jazz and other musicians might simply incorporate this optional feature into their synthesizers.

Each user's device inputs music into central system. In tern central system synthesizes sounds as programmed. Corrects faults of players via:

1] user delineates certain player's whose sound is reduced [because they need to play but group doesn't want them]; eg: their sound or style is too troubling for other players.

2] sys ('system) "analyzes" (sound analyzer) how each player plays then = adjusts osc [speaker] accordingly, eg: cuts sounds exceeding sound frequency parameters.

System gives cues to players. Targets less experienced users during patent life. Benefits: Reduces costs for multiple (portable) units relying on single system. Helps music quality, and group's frayed nerves. Greater portability, freedom, sound making experimentation, cheaper recording.

-Limited market: targets juveniles - big market, "wanna be performers", professionals don't need or use professional sound staff.

-sys can also be an accompaniment (need fewer players); not limited to fixing/altering their poor music.

-signal processing part is what would make this patentable

-can cut down volume of particular players.

-"air pad"

Other applications: any portable N / part of N sys.

-"game": each player connected via (wireless) tr to central C.

-portable "c": notebooks

-t = main t sys ('system) (w (automatic) receptionist, related KN)

Terminology:

-external units: the mobile/portable units that are connected to central sys (c=brain) via (wireless) tr.

PATENT SEARCH Strategy & some related US patent numbers for 5E090. Music Band: ()

-US Pat No's *: Stringless piano-touch electric... %636035; Motion-controlled musical tone control apparatus [Yamaha's Miburi?] 636035.

.-sir APS 69' to 8.92: :

--US Pat No's: design pat: D245,197 1977 Portable, electronic, remote-control, wireless keyboard musical instrument

.---this pat found via bad search strategy: (cordless or wireless) and (music* or band*)

-S: this N is a wireless version of 5E080.

-Str APS 79' to 82': (sound* or music*) and (analyz* or analys*)

-kw: audi* stud* [study] correct*

-US Pat No: +? 5063820 Electronic musical instrument which automatically adjusts a performance depending on the type of player.

Additional Applications: Sys adjusts to poor quality performance (as measured via: "score", uip, *ba) by: downgrading/cutting out less desirable elements/modes, or "routing", or "editing".

. OTD D (Drawing): U = This N Sys (coordinator - corrections, 5E090 Music Band Coordinator) ~ C = EDUC (gives learner better / more pertinent information / training); MULTI-USER (correlator balances usage between several people using sys (simultaneously)); PR (); ROUTER (signals / files associated w= low

"scores" are routed = (edited) accordingly); SCORE (score used to designate what needs corrections/alterations w5); SOUND ANALYZER ("synth" poor/undesirable sounds to degree controlled by: uip/coordinator).

+ Also see file: Parts-Telecommunications for further explanations parts codes used.

<(3.5-pat, 2.5-mk), 3.5>

-OTD D2: (Multiple) u (user) = External Unit / This N (invention) sys ('system) (5E090) ~ c ('computer) = ACCESS (); ANALYZER (how each external unit interacts w each other and or central c); ARTIST (group art making - each u has own unit which adds to the group art, eg: 1] each player given only certain colors / shapes / writing modes / time periods - in which to do whatever (art, compose%) they wish.); BALANCE (sys averages/considers each u/player's location.); BRAIN (determines which external parts are: comparatively more important for designated functions considering (w5); to be communicating w (with) which parts of sys, eg: external units #2 & #99 & central c; audio volume to be heard by each u; audio volume that should be generated (to other u) by each external unit); C (each external unit can take over (many of) the functions of central c ('computer) via: access, consensus from other external unit (their u), tds (that unit's time slot), uip/score = "game": who is winning game); CAMERA (); COMPOSITION (stick 5E020, Yamaha Miburi); + COORDINATOR (5E090); DISTANCER (); *EDUC (learning terminal); K (); M (); MQ (); MULTI-USER (central c differentiates between different external units via: access/uip/analyzer); SCORE (game, developing uip); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STATUS (); STEREO (); SYNTH (); TDS (); T (); TR (wireless, cellular, infrared); U (players, receivers of services/transmissions (external unit can be (fairly) passive)); UIP (); UQ (); VISUAL ANALYZER (); VR* (); WA ().

.-OTD D3: [(Each) external unit has such functions) (effecting the entire sys) as listed in following parts]: C (5E090) =
ACCESS (); %ANALYZER (); ARTIST (); BVA (); BALANCE (); CAMERA (); CART (); COMPOSITION (); EDUC (); GPS (); K (); M (); MIC (); MO (); MOUSE (); MQ (); MULTI-USER (); NR (); OSC (); PR (); PS (); Q (); R (); SCORE (); SENSOR (); SOUND ANALYZER (); SPEECH (); *STATUS (); STEREO (); SYNTH (); TDS (); T (); UIP (); UQ (); *VISUAL ANALYZER (); VR* (); WA ().

. OTD D: U = This N Sys () ~ C =
=

. ANALYZER:
. BA (Behavior Analyzer):

-parents of unruly children can put greater dampeners on their instruments. Conversely, children who are shy can have their instruments made to stand out more.

. CART:

. COMPOSITION:

. COORDINATOR:

. DATA BASE: [undesirable] characteristics of each 'multi-user [player].

. DISTANCER: the further [back] the louder the instruments sound [if the digitized sound goes from the instrument to the synthesizer and then back to the instrument's speaker]

. EDUC: learn how to make music

. EGH (Education Gets Harder):

. ENTERTAIN:

. GUIDE: instructs user in what is wrong with their music playing [individually and or as a group]

. INTERACTIVE:

. MULTI MEDIA:

. MULTI-USER:

. NOTIFIER:

. OSC (Speakers):

. PREDICT:

. PR (Program):

. PS-Zone:

. QUESTION:

. REMOTE CONTROL:

. REACT:

. SCOREs players

. SEEKS & REACTS to good/bad sounds

. SOUND ANALYZER:

. STATUS: as to the quality or restraint needed for each player

. SYNTHESIZER:

. TRACK: shows progressive of each player [over the weeks]

. USER: player
. UIP-Tailor: how sounds synthesized
. VR (Virtual Reality)*:
. WA (Walk About):

Karaoke %
% has visual displays of:
-words to music
-scenic views
-graphs showing 'score of each player/singer

Singing:
-each singer has own microphone; and in many ways treated like another sound input like a musical instrument

File: Features Intro / Tel Features
TELECOMMUNICATIONS

Table of Contents for Telecomm Files:
. Features
. Noise Canceler Sections
. More

TELECOMMUNICATIONS FUNCTIONS

This File: T. Also see file IMIT. Following page moved from 2G.
2G24 ("T") SALES SYSTEMS

System(s) via which to increase sales (via telephony):

ACCESS *^: select customers are given access codes which route them (via t) accordingly (to preferred points/people/database/voice mail/music/osc/mm. This is found in C ('computer & 'analyzer) and maybe other dir.

ANSWERING MACHINE^: incoming calls handled according to: uip/bva

ARTIST ** ^: graphic images made by sender (seller) to match caller's behavior/uip/cid

BALANCE *^:

BVA^: u (user like a client) selects/pr what listener hears while they are on hold
CID^: Sales history/UIP of caller pops on s ('interactive 'screen with 'adapted menu) (as desired)
CAMERA (LENS)^: seller can point camera to items/people/other that are desired for being sold, so other person on line can view/hear
CART^:
-Tailoring system to each u (user like a client) (uip): each employee / agent, (salesperson, customer service employee) / * customer (caller), gets cart which effects/controls how the T / mm / sales system interacts with them.
--the like can also be done via: u (user like a client) = k in access = c (uip database)
--applications: some sales reps need more or less energizing from their system; some need a more friendly software program (pr)

CONFERENCE^: touchscreen interactive communications,

* 2G24-1 Interactive On Hold Functions: While listener is on telephony hold, they can select to hear one or more of the following: type music, information (about products/services), adjust sound volume or synthesizing functions.
-HOLD^: while on hold user can select (from menu) to hear^ (/interact with): music, info about particular products/services (for sale), news, or dead air (silence).
--controls made via current/additional k (t keypad)

VOICE MAIL^:
-uip/cid of caller helps determine who they need to speak with (might minimize time needed to be spent in voice mail to route/*process their call)

Applications for this general 2G24 N:
-telephony (mm) sales
-tailoring system to u (user) who log on / call up, for^: information, services (interactive engagement such as games), movies, educational programs.
-customer service (in Japan `Ogyakusama Gosoudan Sentaa')^: tailoring the assistance given to users for repair, maintenance, returns, how to operate equipment.

Below moved from K\2K - Tel

2K File: Special Telecommunications. Most N (product pieces) were moved over to "IMIT2". This is the list of my tel ("T") ideas developed up to 1.94 not moved to IMIT2. Limited to best N (invention) ideas?
-6.96: Ko developed another file which included all Tel related N, hence larger than this file. Though maybe KN Tel ideas were copied (not moved) to IMIT file, then expanded there?

Intro: Upgrades started from 23 Feb 94:
This file also applies to ^: all types of tel ("T") instruments (home, office, professional), multimedia (video, cable, video phone), interactive audio/visual/data (voice mail, toys, entertainment), wireless communication (PS (GPS), Walkie Talkies, pagers).

* For most of all the old Tel ("T") N (invention) see file Y\D. I didn't read thru entire description of each N in Y\D file for making this T-E file. This file was changed from Y\D to KN\K2 19 Feb 94, then upgraded thereon. All N (invention) begin w (with) "2", next two digits are N # w/in K2 file. For history look up the product by the following digits in the N #, though new semi-related N may not have a history, eg: K2-5A-700 existed well before, the i added K2-5A-701 (see last digit "1")
-File 5G has new tel N

* Find most tel ("T") N (invention) in: Y\D. Some in GG\1G (merged tel ("T") w (with) "category-all-copy" file).

* 2K1-4A-310 Waterproof tel ("T") ("T"): safe for use in shower/bath, or other wet places (even if completely submerged into water).
D (DRAWING): tel~remote = c/tv/vcr/stereo/radio

2K2-5A-890 Convert typed words to audio:
Eg: Deaf Speaking to the Blind: as deaf person keys in the words onto device's key board, speaker emits the sounds of the words. Applications for other situations too.
D (DRAWING): uk/remote = mfh~c (matches recognized words w (with) their sounds) = osc/display
-uk and lets others listen. TR via ^: Tel ("T"); radio. Store in tel ("T") answering machine; C; "multimedia" system.
-D (DRAWING): uk/mic=C(synth(sampler)/cart)=tr=tel/tel answering machine/walkie talkie/voice mail/multimedia/other
-applications: software (for programmers; lets users hear desired data; users can UK to make sounds too) for of all sorts (TEL, GAMES, TOYS, ARTIST (multimedia presentation; C's SYNTH gives different voices/sounds to each CHARACTER/sounding object); COMPOSITION (when user wants the voice of another from sound database, they uk for desired word(s)/type speaker/modulation); TDS: sounds (voices, sounds) go to OSC at

desired/pp time; DISPLAY: press the word on screen and hear the sound (learning new languages); UIP: synth is used by programmer/mfh to create the sounds to effect targeted person/audience in desired manner according to listener's behavioral profile/desired objective (buy particular product, get user to do something else)
-OTD: way "mouse" is moved about effects^: sound modulation, menu; mp; pp; vc; K212-5A-900 Voice synthesized for targeted purposes

2K3-4A-1 Weather Info: machine's outgoing message also states the current temperature & or other weather conditions in computer ("C") voice. Keeps the feeling of machine being more live like and operational. Machine can be wired to outdoor thermometer. Eg: "hello, this is John, please leave your message, have a nice day, 'the current temperature is 61 degrees' here's the beep"
Technical: user presses special button indicating where they want the weather given for their outgoing message.

2K4-4A-35 Car Phone Ring Alerter: If you're out of car and tel ("T") isn't call forwarding, catch the call! Tel ("T") transmits on radio signal to your receiver (jewelry/pager) which rings/alarms/beeps, allowing you to get to car. Radio frequency goes through walls, and works up to a distance determined by strength of transmitter.
- Receiver may have transmitting function which tells caller through your tel ("T"): 1) "please hold, I'm coming to pick up phone", 2) to call you at the tel number you are nearest to at the time of the call, 3) answering machine/service to take a message.
-See 3G010 CLEVER TEL RING DELAYER. In I& (as of July 2000).

2K5-5A-89 Deaf Speaking to the Blind: as deaf person keys in the words onto device's key board, speaker emits the sounds of the words. Applications for other situations too.

2K6-A2-140 Tel ("T") VOICE BALANCER: mix w (with) mind corrector, music selector, personalized CD. Too much or too little of certain fq need sound therapy. M listens to incoming and your outgoing voice. Get the therapy while ur on hold or when you ask for it or it kicks in (maybe - if you want) when needed based on your outgoing voice, or when co manager deems appropriate. Input personal info to activate. Can also increase feelings of seriousness, quality control, success...

*2K7-A4-72B VOICE REVERSER: record person's voice, then gadget will play back in reverse. Sounds just like speaker yet words not identifiable! As joke, tell person you recorded them speaking in their sleep, even ad, "this is your voice". If person isn't your lover they'll wonder how you heard them speaking in their sleep, and might even lose sleep trying to figure the whole thing out.

*2K8-1C-102-083009 Tel ("T") Control Functions: activating: speaker phone, volume control for incoming or outgoing voice, hold button
Applies to existing versions of this product:

-Patent Development Directions: find the existing patents for the basic products and attach the remote ("R") control feature. Then demonstrate how this remote ("R") control mechanism might be considered patentable. This remote ("R") control addition does the following: turns on/off; effects the level of operations like (intensity [such as volume, brightness...])

-Footnotes: remote ("R"); display; computer ("C"); pp; mp; uk; date; all; bp; alerter; osc.

2K9-4C-080-000000 Listener controls volume of recorded or live information (that is user's keying in tells sender on tel line to automatically boost their volume - doesn't require complicated equipment from listener, just punch certain key on tel ("T") key pad

2K Caller ID Processing (previous N unknown):

TELEPHONY USER INFORMATION PROGRAMMING

Incoming calls on major networks are tagged according to Caller ID. The program routes calls according to information tabulated on the caller. Diverse applications, when properly utilized, are proven to boost company profits.

Sales Telephony

Nationally advertised telephone sales numbers automatically route more valuable calls to appropriate sales people.

Programming many options let incoming calls to be tagged as needed. Examples:

Callers from wealthier tel area codes, and the next three digit telephone number prefixes are routed to better sales reps. Also, the caller's telephone number is matched against telephone numbers of past callers, or databases describing most telephone numbers nationwide such as by company size. Preferred callers are routed to staff with better sales skills, who may also be better trained in the caller's type needs.

Northern Telecom already routes calls in Canada to bilinguals according to the caller's region. In the US we can match calls coming from particular regions such as California or the South, with staff conversant in the caller's dialects and mental outlook. This is proven to facilitate rapport.

Tech Support Telephony

Calls from customers with a history buying upgrades of the software are routed to better trained staff. Calls from difficult customers, or regions like New York are routed to staff with "hard phone skills". Verbal and data communication may also be routed according to the user's registration number, keyed in the beginning. Difficult callers can also be kept at the end of the waiting que longer.

Future Multi-Media Telephony R&D

User Information Programming routes calls to staff who better match the customer's visual and behavioral presentations, eg: dress code. Studies also show people with particular physical characteristics as measurable by computer ("C"), are more attracted to certain physical types.

Results from extensive research on Telephony User Information Programming is available. Other systems developed by S t e v e n K a y s are being used by the Baby Bells and NTT.

Above moved from K\2K - Tel 1.97:

3A360 Sounding "T": by pressing buttons create sounds that add to the home/office "T" call's creative fun! Great for teenagers and creative adults.

- Use for prepping up, energizing co-workers, artists, inventors, sales reps, sad, sick or bored people with cheers in background, etc. Get the healthy creative juices flowing.
- Devices for developing excuses to get off phone. Sounds: door bell (excuse for, "oh i have to go now"); sound of another "T" call ringing on second line; sound of click in call waiting; record your own sounds onto micro chip, [eg: mom saying "please come downstairs and help me"; dog/cat barking so as to be walked or fed or let out; fake sounds of "T" trouble on the line .....]
- user records own sound effects
- can initiate in beginning of conversation to gain interesting start to conversation, be someone other than yourself

-H- Nature sounds: playful monkeys; birds; jungle sounds; rain;

-H- Joke sounds: silly babies; giggly babies; crying babies; short weird sentences of laughter, etc; wild fat lady's voice "well i got to get off the phone now, talk to you later!"' etc.

3A361 "T" Ring Announcer: unique sounds: music, church bells, bird sounds, monkeys playing, baby crying, verbal sound of butler stating "tel" or .....

Key Words: "T", decorate =(decorative and or decoration), toy, fun, novelty

3A362 "T" Ring Volume Accelerator: each succeeding ring gets louder. Alerts those who might not hear the ring. UP the feature into activation and selects volumes. Sound acceleration might be on only one or each succeeding ring.

-user can select alternative sounds replacing the ring

-continuation of ringing related sound might continue after any answering machine picked up call

3A1181 "T" Announcer: Verbalizes or displays caller's name, using caller ID technology. Utilizes user's or "T" company's databases.

"T" Verbally Announces Caller's Name or "T" Number. There are current models that caller's "T" # and name (tel must be programmed to convert "T" number of caller to its corresponding name). "T" (depending on area) already can know the "T" number of caller.

-OTD: display ("S"); "C"; can store 1000's of "T" numbers and the names you or "T" co gives for each "T" number (one way of connecting name with number is how the "T" co lists that co's name with the "T" book; future models can tell you much more about the caller: type business, credit rating, # employees...); alerter; vc; score%; md (avoid people you don't want, eg: "T" solicitors might be required to only call from certain identifiable "T" numbers); system tells if this is the 1st time such a number ever called before.

-OTD: display ("S"); "C"; pp; mp; uk; mouse%; date; tds & analyzes past characteristics/trends of previous incoming/outgoing calls; basic; "mic"; synth%; printer; "M"; alerter (eg: new caller); osc; vc; score (user can rate how much they like such and such a number); cart; "T"; sp "T"; tr; mo; fs; cp; uq; mq; "access" into database; uip; character; clap.

.-4E020 Content & Date Verifier: of (any said) occurrences

3A1280 Walkie Talkie Locator: know the location of the other party on your display ("S").

Show: distance and point to direction.

-OTD: remote ("R"); display ("S"); "C"; pp; mp; uk; date%; tds%; toy; basic; game%; entertainment; "mic"; synth; exercise; portable; printer%; "M"; bp; sp; alerter; osc; vc; egh%; score%; cart (software capabilities only - what types of information user wants to know about other user, based on current technological possibilities - the difference here is that such functions are sold separately as insertable software cartridges); "T"; sp "T"; tr; mo; fs%; rpc; uq; mq; access; pi%; character.

.-4E020 Content & Date Verifier: of (any said) occurrences

4A010 Weather Info: machine's outgoing message also states the current temperature & or other weather conditions in "C" voice. Keeps the feeling of machine being more live like and operational. Machine can be wired to outdoor thermometer. Eg: "hello, this is John, please leave your message, have a nice day, 'the current temperature is 61 degrees' here's the beep"

Technical: user presses special button indicating where they want the weather given for their outgoing message.

4A310 Cordless bathroom "T": water proof, floats and is safe from electric shock.
-safe for use in shower/bath.
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Electric shock not possible; water proof; can be submerged into water
-OTD: remote%; display%; fd-hdd%; pp; mp; date; interactive%; all; "mic"; portable; bp; sp; alerter; osc%; vc; score%; tr; mo; fs; rpc; "T"; sp "T"; float; cc; notifier when tel rings (since shower water may be too loud).

4A330 Jewelry Telephone Ring Alerter: Where ever you are in your dwelling, the "T" ringing will activate your jewelry/apparatus notifying you of ringing.

Technical: "T" transmit on a frequency (eg: toy frequency). The receiver (which you carry) will ring/alarm upon receiving the signal which travels through walls up to certain distance. Distance determined by strength of transmitter.
- "T" may also ring normally, simultaneously
- Receiver in: Ring, Bracelet, Necklace, pager looking apparatus, hearing aid, and or glasses.

4A350 Car Phone Ring Alerter: If you're out of car and "T" isn't call forwarding, catch the call! "T" transmits on radio signal to your receiver (jewelry/pager) which rings/alarms/beeps, allowing you to get to car. Radio frequency goes through walls, and works up to a distance determined by strength of transmitter.
- Receiver may have transmitting function which tells caller through your "T": 1) "please hold, I'm coming to pick up phone", 2) to call you at the tel number you are nearest to at the time of the call, 3) answering machine/service to take a message.

5A050 Automatic Call Back: should caller not leave their message, machine can call back number and leave message in answering machine owner's voice stating they wish they left a message. This is different from the current model which requires the user to be home in order to call back immediately.
-May store numbers of everyone who called and hung-up (this is already in existence)
-tells person who has called in any selected past time period, "you have called again and you're not leaving your number, how can i make contact, please leave your message"

-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip)

5A710 Laser Dialer: trip the light for the specific number wanted. Invention has ten lasers (for 0 through 9)
-great novelty
-great for wealthy people in kitchen who want to make outgoing call from speaker phone with dirty hands; artists and clay sculptors; scientists and doctors who shouldn't de-sanitize their hands
See product 5A460. (Note to translator: the previous sentence should be translated into text)

5A720 monitors number of calls and lengths of conversation between certain departments. A "C" database can show all types of graphs for diverse purposes, eg: which departments might need to move closer to another (during or without any corporate re-structuring), future plans, seeing the values and flows of departments, etc.
-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)
-T / *Entertainment Program Screener: 9G-220: sys (electronic system) (electronic system) screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%)
-copied to 9G220 in 8/95

> 7A040 Telephone Device which is also with a remote control. -moved to 'T 1.97

A1-040 Space Phone: Handset floats in air above "T" base, via magnetic forces.
-OTD: basic; bp (power in handset); transmits via air waves between handset and "T" base; vc; alerts if handset goes too far from base of "T"; "T"; sp tel; tr; mo%; fs%; cp.

A1-500 Personalized Outgoing Message: Leave a special message for particular people, such as telling friend you are arriving late. Examples: front door, "T" answering machines. Other people get your standard message.
-tel answering machine gives personalized message according to the telephone number of caller. User pre-programs machine before leaving "T". For call screening, sees tel number of current caller and selects from two to twenty different outgoing messages. Pre-program machine to just give you person's name when their home or work number pops up. Multiple Personality, The Many You's, Who's Home. TT, E, S, Cons, Bus.
-different callers also identifiable by their keying in special codes identifying themselves. The machine may not prompt for such codes - the caller must interrupt the outgoing message with their codes.

A2-310 Tel ("T") REGIONALIZER: caller hears accent and music popular for their region of country, according to tel area code while going through voice mail or on hold. If available employee w (with) that

accent will take call (perhaps central number transfers calls to same region of country where employee there takes call).

.-"Entertainment" / Program (sw) Screener: 9G220: sys (electronic system) screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%)

6B020 Call Screener:

Calls from certain people are automatically taken by the "T" answering machine. System recognizes callers by their tel number using caller ID technology.

Other people's calls ring in normal manner on "T".

-Caller ID system gives certain incoming tel calls (based on their tel no) the "T" answering machine recording.

Caller ID: system will respond to caller's tel number as user programmed:

-tel never rings when you receive calls from unwanted people (always gives a message to those you wish not speak with, so that you don't have to bother picking up "T" or checking to see the tel number of caller on "S". lets user pick up "T" at other times with less risk of speaking to person they wish to avoid)

-gives different messages to certain tel numbers calling in

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-has choice whereby user doesn't even have to hear the message from caller if user wishes to program device such. Eg: caller thinks their speech is being recorded; or device records yet listener needs to use extra keys in order to retrieve these less desirable messages (desired and undesired messages are stored in different places)

-When receiving another call on "T", radio wave, etc the first, or second incoming call displays its tel number, caller's identification, etc. allowing receiver to choose to answer the call.

-Should call be undesired, receiver may opt to have incoming communication handled by a "T" answering machine or related device. Or to keep things simple, any such unanswered call automatically goes to the answering machine.

-OTD:

Undesirable messages might automatically be erased after one hour or after user picked up "T", which ever happens later; Codes: all; "S"; pp; mp; uk; date; interactive; "mic"; synth; "M"; osc; vc; cart; access.

8B170 Advanced Tel ID: Know more about who you are speaking with. Example: their address and to whom the tel number is listed, etc.

-applies whether other party called you, or you called them. Get more info about party you called without even needing to activate their tel's bell; by just going into database using their tel number

-Receiver's ID: know if "T" you are dialing is a cellular/mobile "T" and or if it is being call forwarded and or tel number or type tel line to which call is being call forwarded.

-recipients may opt for such information not to be given out

-H [government regulations may not allow all aspects of the idea, depends on the country]

-also learn above and the following about the tel number you dialed, or the tel number that dialed you: the name in which the "T" is listed, their address, when the "T" service started, any major complaints against company, status of the company - such as if it has filed for bankruptcy.
-also learn: how many calls they made from that number that day
-OTD: "S"; "C"; pp; mp; uk; tds; basic; au; "M"; speech; vc; score; cart; sp tel; (also identifies tel numbers for modems, and faxes); cp uq; mq; access; uip; multi-user; notifier

B7-020 Freedom Telephone: Speak with your friends wherever you are. Be free of having to carry or touch anything.
All "T" operations commanded by simplified verbal recognition system.
-Activate and deactivate "T", eg: dial tone, and dial using our "Clapper" technology.
-Cordless "T" with "R" Controls:
Dial number from your device in hand without having to pick up "T". The person you reach will sound on your speakers replacing the entertainment system's sound, keeping any visuals on the screen. The sound receiver is in the "R" controller.
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-automatically turns down television's audio level, or turns off audio completely (this aspect may be obvious)
-acts as intercom with other rooms too
-device also rings when getting a "T" call

OTD:
All; "R"; "S"; pp; mp; uk; interactive; educ; toy; game; entertainment; "mic"; synth; portable; sst; bp; alerter; osc; vc; tgh; cart (for: sound synthesizing options, eg: one cartridge can change the gender of your voice to make fun with friends); "T"; sp tel; fs; rpc; cp; uq; access; clapper.

1C-291 Call Locator: <3, 1, 1, 4> For people who spend much time in different parts of the office. Tel ("T") rings in certain patterns, designating for whom it is and how urgent. Calls for person only ring on tel ("T") they are closest to.
-Tel Follower: Tel ("T") rings for user at the tel ("T") closest to person's location.
.-Related to product 1C-290.
-the system is simplified for easy use. For example: tel ("T") transfers are limited to particular telephones within office / locality; when incoming call arrives, it may state on display ("S") name or person call is for
-Applications: this system is limited in usage to certain types of offices where people are often away from their desks within a general area. It fits particular office work styles, is not meant for everyone.
+-saves time from having to have someone else get your tel ("T")
+-needed person is identified via:
--different tel ("T") rings may also apply as to who the call is for, or different short melodies

--importance of call can result in louder ring or other signifier
--speakers might announce who the call is for....
*--particular flashing lights
*--display on wall or other location near tel ("T")
-system can after replace the use of beepers, paging systems
Applications:
-receptionist is told who call is for, then they transfer the call by putting in correct code which automatically transfers call to the section of co where person works; in tern the designated sound, etc is emanated designating who call is for. The applicable person or anyone else can take the call (but it interrupts fewer people if people just got the calls themselves), if call isn't answered, then voice mail records caller's message (existing computerized tel ("T") answering system)
+-for office or home: tel ("T") only rings in room where person is, not disturbing others. System recognizes person's presence by their transmitter. This transmitter can have many other functions for systems identifying where they are within a dwelling, according to other features in product files A, B, and C.
+-improvements on the differing ring of incoming calls might be patentable since was told verbally the former exists. Eg maybe patentable: verbal announcement of incoming call / receptionist told of incoming call.
-Footnotes: remote ("R"); display ("S"); "C"; pp; mp; uk; date; all; "mic"; synth; "M"; alerter; osc; vc; score; tel ("T"); sp tel ("T"); tr; mo; fs; rpc; uq; access; uip; character; clapper; distancer.
-Pat str: tel* and (ring* near9 (follow* or locat* or identifying or unique)).
-US patents: 5491746

3C510 Telephone ("T") Transmission Amplifier: <3.5, 4, 2> Speaker's voice is amplified, so they need not speak loud, disturbing others.
-Helpful for speaking about confidential matters too.
-Synthesizer can adjust low speaking voices so they sound normal at the normal decibel level.
-no such existing product seems around
-D: This N (invention) sys (electronic system) =
ACCESS ()/ ANALYZER (determines how poorly sound is heard by receiver (t))/ BALANCER (sp tel)/ BVA ()/ C ('computer & 'analyzer) ()/ CAMERA (video phone)/ CART (synth options)/ COMPOSITION ()/ s ('interactive 'screen with 'adapted menu) ()/ MIC ()/ MQ (if t sys's "analyzer" appears to signify receiver has trouble hearing t call, sys ('computerized system) may ask/nr u, u (user) then decides if they will up their out going volume (eg: after asking recipient who might be otherwise too shy to ask for greater volume from transmitting u)/ MULTI-USER (each u (user) (tr/rc u) may prefer (automatically) greater (to certain level) outgoing sound)/ NOTIFIER ()/ OSC ()/ PR ()/ Q ()/ R ('remote control via 'accessible 'interaction) ()/ SOUND ANALYZER ()/ SPEECH ()/ SP TEL ()/ STATUS (quality of tel tr)/ SYNTH ()/ TDS ()/ T ()/ UIP ().

-OTD: "S" (eg: shows decibels of your voice); pp; mp; uk; tds; basic; "mic"; synth; portable; printer%; au; bp; osc; balance; speech; vc; score%; tgh%; md; cart%; sp tel; tel; cp; mq; access; pi%; character; multi-user%; cc%; remote%.

. PATENTS: key word search of US abstracts 1977-1.97 www.qpat:

-(telephon* or phone) and (volume near/5 control*) and microphone

-this is a difficult search in that patent titles are too broad in this field.

Call Router: + <3, 3> 4C090

Based on the person's behavioral sounds on "T", eg: tone, system directs caller to applicable person (eg: matches caller's psychology with sales rep's (live or machine) voice and behavioral pattern. Boosts sales. Also screens out unwanted calls into the voice mail trap, etc.

.-Sys' effectiveness is marginal, yet marginal benefits can have aggregate benefits for large telephone operations, eg: mail order houses. This sys (electronic system) isn't perfectly efficient, yet more efficient than no related sys.

-Related to: 5A-880-04200A Voice "Analyzer": tells user the behavioral mode speaker was in while speaking, or leaving message on answering machine.

-user can opt to have analysis at command of button(s)

-related to 5A-940

+ for cheaper versions of N: system simply identifies people by whether they have high/low pitch (representing stress / easy going personalities). sys (electronic system) may take into account if caller is male/female. Matching relaxed callers w (with) relaxed receptionists can help sooth customers.

-T D: caller -> osc gives voice prompt asking user to verbally state extension number (u could bypass sys ('computerized system) by k in extension #) -> voice analyzer (uip tagging) -> call routed to matching call taker (uip tagged on each call taker) -> voice communication begins.

-sys matches callers of differing tel area codes as well (heard exists in Quebec). Calls from area codes such as those from deep southern USA are better matched with relaxed and or southern US speakers. Calls from New York maybe better for quick thinking call takers.

-T D: 4C090 Call Router = [the "=" connects to each of the all capitalized parts below]

ACCESS *(to pr sys; sys (electronic system) works only for calls from certain area codes); ANSWERING MACHINE (); BVA (); CID (uip developed on past caller ID tel # better routes call from same # again - see previous KN); CART (); CONFERENCE (); MIC (); MULTIMEDIA (); MULTI-USER (); NOTIFIER (); NOTIFYING CALL (); PORTABLE (); PR (); R ('remote control via 'accessible 'interaction) (); +ROUTER (); S (); SCORE (); SOUND ANALYZER (); SYNTH (adapts call taker's call to caller's behavior type (bva, uip)); UIP *(); K (); VOICE MAIL (); VOICE MODULATOR.

+ <3or4, 3 or 4> 4C160 Tel Answer Delay:

If person can't easily get to the telephone in time, they can send signal which tells caller "please wait, i am coming to the tel".

-the signal can be generated by: voice recognitions system; pressing of button that is connected via wire, or remote control; use of clap; or all calls are handled with such an announcement when system knows user is at home

-caller hears the live voice or recording

-same principal applies to other N when one of the u (user) can't respond/reply/react fast enough, eg: door bells, pagers*.

-voice recognition, user stating to t sys ('computerized system) to please hold

-D: incoming call = t [c, osc, tel rings] = r (u controls when can't get to tel)

+++ 2D-240 Privacy Tel Ringer: User quietly notified when receiving an incoming call at night. User holds portable unit which vibrates or emits low volume sound. Sound or vibration get more intense each ring until user responds.

In order not to disturb others, when tel "T" rings only receiver is notified via: pocket vibrator that vibrates while tel "T" rings; portable sounding device that is not too loud; beeper on watch.

.-user has own tel number, or is identified by caller (keying the codes for the desired receiving party) or by receptionist if used in office; or user has own tel number; etc

-Ap: able to receive late night calls without disturbing others sleeping; * can get calls/messages while investigating what villains are up to, without villain knowing they are being watched; beepers; when (particular) fax received - (sender k code / caller id of caller) -> sys (electronic system) notices -> nr (notifies when 'designated) u.

-flashing lights (exists in music industry?)/ vibrator nr u

-D: caller = t = tel line = t (particular voice mail box or "access" code k by caller) = tr (transmitter) = (portable) rc (held by u) = nr.

-2D-241 Ring Gets Louder Each Succeeding Ring

+ 2D-241 Ring Gets Louder Each Succeeding Ring: until tel is picked up. For normal telephones too.

-D: incoming call -> t (ring counter (tds)) -> osc (volume increaser via electronic or mechanical means).

-similar to earlier KN (invention) where alarm gets louder until its turned off. See KN in "morning" part in an IMI file.

+ NR: until u (user) deactivates alarm = osc gets louder and louder / sound continues to change in some manner = C ('computer & 'analyzer) (pr).

-copied to "NR" 6.96. Plan on moving this to "Tel" part.

3D-020 Anti dropping mechanism:

Example #1: when user takes receiver too far from telephone accidentally, two things happen:
1] a sound and or light signals. D: t = tr (transmitter) = rc (senses weakening signal) = nr.
2] part of the cord is wound up inside the device, releasing it slowly (eg: common electric cord winds up in vacuum machines).
Example #2: when a device goes too far from the electrical outlet due to limited length of electrical cord, eg: for vacuum cleaners, electric lawn mowers, hair driers and other portable items.

File 3G:

*[N have non T applications too]. ** First four N (invention) were changed from 2G to 3G dir in 8.94. In this file, all usage of the words: tel, telephone, telephony cab be replaced w/ "T".
-selected better N with "+" 3.95, and also once earlier.

* Moved: 3G-010 T Ring Delayer: For situations where it may take time for one to answer the tel, the caller may not hear ringing for a while (during which the receiver's tel will begin to alert the receiver of the incoming call).
-this N copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.
-this invention expanded 6.95, see Reg10
-copied to better N (invention) file 1.95

*3G-020 Audio timers: system can be programmed via TR/TEL, and can send alarm and other data via TR/TEL.
D: timer = tr/tel = user's tel/c/mfh

* 3G-030 Music centers / Music computers - synthesizers / "stereo": include a "tel". Can speak via system's mic and osc. "Synth" your/other's voices/sounds/music.

*3G-040 Robots (for toys, hobby enthusiasts; excludes assembly work): robot butler brings user the tel ("T") when^: it rings; user commands (via his "remote"/"clap").
-D: R ('remote control via 'accessible 'interaction) = rc = self moving device = t

> 3G050 Call Rerouter: This expanded in 6.95, then became IMI& part in 8.95. If person gets disconnected and redials back, system will (via caller ID) route call to same extension number within large telephone operation if extension is available. Recipient might keep their line free from incoming calls by keying into computer that they feel they were disconnected.
-Primarily for sales and customer service operations w/ numerous people all able to handle the incoming call. Call rerouted via CID. If sys (electronic system) can't determine a disconnect [though call receiver might k the

fact], sys ('computerized system) will try to reroute when call is retried w/in set time period, eg 1 to 100 minutes. Or sys will always try to reroute to same person (for purposes other than being disconnected, eg: familiarity of both parties with each other).

-T D: caller (CID) -> CID recognizer -> analyzer = call routing = call connected (caller = recipient)

-This invention expanded in REG10, REG20, REG30.

End of this file: these N (invention) were selected for better ones and transferred to files GE and GG, and which were intern moved to other files.

End file 3G (3G-T)

* 4E-050 Immediate Tel ("T") Response: Owner of answering machine, who gets their messages, saved from having to write down tel number of caller who left message. Other confusing features minimally explained in this n.

Voice mail / Tel answering machine systems. After hearing the message picked up by the user, user is able to immediately speak their response (return the original caller's call) and system will direct your recording to the caller.

-tel # of person who left 1st message: system is able to ease knowing caller's tel ("T") # via, #1 using caller ID, simply redials to the # that called it / #2 user of this system has stored the tel # of important callers, and user simply "uk" desired code so that response message is routed back

-make sure the person you wanted got the message, system will ask person who hears this message, to press for additional interactive features, via saying (osc): #1 'after hearing this message please press/dial (number 7) on your tel ("T") to confirm you received the message' (sender of message will get their message back if it couldn't be properly delivered for whatever reason); #2 'if you would like to hear this message again, please press (8)'; #3 'if you would like to record a response please press (9)'...

-In other words, saves time/hassle: saves from having to write down notes about the call, getting his tel #, trying to reach by making another call, etc.

--user of answering system can choose to play back the message made by the 1st caller so as to familiarize receiver of next stage in communication what the response is about - saves from having to have to explain the response (similar to answering business correspondence simply by writing on the letter that you received and mailing the whole thing back)

* 3E-070 The hardware/software system lets user select the

cheapest and or best mode of communication according to their location (proximity to best transmission mode, cheapest carrier). Can also just be a computer ("C") on line information service. Exists in Japan for telephone long distance carrier choice.

* 1G02 Tel ("T") Product: incoming caller speaks with receptionist/voice mail = "mic" = voice analyzer = computer ("C") = call is directed to person who can best help the caller according to caller's (uip, needs) = the synthesization of the receiver's is changed slightly to match caller's uip.
-previously filed B, eg: C dir.
-example: high pitched sounds of callers are matched to those u (call takers) better able to work with stressed / high strung people. Low pitched sounds of incoming callers matched with more * emotional / subdued / relaxed call takers.

* 1G03 Laser Harp: Near replica of KN's earlier laser tel N
-Advancement on world's first sound synthesizer developed by Thermin (sp) in 1930's. Put hand between two bars to determine the two parts comprising the sound (eg: tone & bass). His problem was not knowing exactly where to put the finger. Solution: use colored laser lights as used in laser telephones.
-D: tr (transmitter) = rc = "sensor" = C ('computer & 'analyzer) = osc/s (display)/c (music generation = memory = playback/stereo)
-OTD:
ACCESS **:(); CART *:(); COMPOSITION *:(); ENTERTAIN:(); MFH:(); NOTIFIER:(); OSC:(); PR:(); PRINTER *:(); Q *:(); R:(); S:(); SCORE:(tds); SYNTH:(); UIP *:().

$$? 1G23 ESP (Engineer Support Platform): Using Caller ID:
Incoming calls are processed according to who is calling. Callers are designated and processed according to many criteria. + Moved, then expanded, then filed under docket APLUS40, then to be further expanded and refiled.

* 2G8-C18. Tel ("T") & Answering machine: relays calls to pagers; or, says "wait a moment for those taking baths". Before 92 MF. D: c18 = c~tel~remote

* 2G9-C19. Stuns/shocks people who make harassing calls to you. Jan 93 MF & X.
D: c19 = remote~tel

* 2G10-C22. Speaker tel answers when recipient says "hello". 1 Nov 93 MF.
D: c22 = c~remote~tel

4J040 Tel Extension Delayed Dialer: System dials tel extension number after receiver picks up. Saves from having to wait for system to pick up then dial in extension. Applications: internet, accessing slow databases or sw.

When dialing a tel or other numeric number or point (on internet, etc) simply key in number then key(s) for designated time delay when the extension or other additional key strokes or other occurrences are desired to be sent / happen, from your (reaching out) system will

-Benefits: saves time, allowing u to do some other task while sys/sw gets itself to the point u (user) desires.

-Desired points: particular internet address, WWW sight, tel extension, getting system to do something (where u thinks faster than system does in terms of knowing the k instructions necessary).

-D: u (user) = k = t/c = tr/rc = t/c/m (sw, db, internet) = advertising / other people / customers / "gps".

-D: u = k = t/c = tr/rc = any of below:

ACCESS (); ANALYZER (); BILL (); CART (); EDIT (); EDUC (); MULTI-USER (); PR (); PS-Zone (); Q (); R ('remote control via 'accessible 'interaction) (); ROUTER (); SOUND ANALYZER (); STATUS (); TDS (); T (); TRACK (); U; UIP (); VISUAL ANALYZER (); VR* (); WA ().

1B-010-032003 PERSONALIZED ANSWERING MACHINE: receiver programs telephone answering machine to give out different messages, according to caller's tel id number,

-very related product in file A6.

-(Special devices exist which allow the receiver to know the tel number of the caller.)

So the receiver can input the caller's home and work tel numbers, and give just calls from those numbers special treatment.

Special treatment possibilities: different outgoing messages (nicer or more business like, etc); when a call comes from the desired tel number the answering machine's beeper can contact owner of answering machine or the owner might get a call from the answering machine with a recorded or coded voice/sound stating that a message from desired tel number was received, then receiver can call machine and get message, or machine can give message to owner; calls from desired numbers are call forwarded to location of owner (tel #1 calls tel #2, then tel #2 automatically transfers call to tel #3 since this is such an important call).

-for statistical purposes device keeps records of all incoming calls for offices.

Footnotes:

-different length of time device may record incoming messages.

CODES: all; displays tel number coming in or being dialed; pp; mp; uk; date; interactive; microphone; synth; portable; mfh; vc; score; arat;sp tel; rpc;cp; uq; pi; character.

A6-14 TEL RECEPTIONIST: For home: when you pick up tel, it automatically says hello, in any one of possible voices. Also has over ride option where user may opt to use their real voice.

For small businesses: Let's small companies save on tens of thousands of dollars for a secretary if there is little more they do than answer tel allowing for the big co image valuable in business. Tel says companies name and then any supplemental messages according to caller's statement, eg: "one moment please, I'll connect you", "he's just getting off the phone, I'll connect you", etc. User has their part time secretary or friend voice in statements,

then businessman presses right button according to desired voice. Also useful when secretary is on vacation, sick or out on errand or lunch - need not appear as two person office.

END OF TEL PART (FEATURES) FILE
NOISE CANCELLING SECTION II

* 3E041 TELEPHONE NOISE CANCELER - Selected Environment Version: Many related patents exist. Cancels unwanted sounds falling outside human voice frequencies via filter.

Listener on other end doesn't hear unusually high or low pitched sounds, eg: piercing sounds from factory floor. System identifies the unique characteristics of user's voice to avoid conflict with similar sounds from secondary sources.

SOUND TYPES CANCELABLE: rustling paper; automobile or pedestrian traffic (from certain direction); machines (factory, printer); conversations from other telephones (microphone on first mouthpiece tells other active mouthpieces to ignore first mouthpiece's inputted sounds, eg: by decibel); sounds emanating from outside the room (there are microphones placed outside). Ringing of other telephones (made by same manufacturer).

REDUCING SPEAKER TEL'S INABILITY TO ALLOW SIMULTANEOUS SPEAKING AND LISTENING: Multiple speaker tel conversations happening simultaneously: speaker broadcasts in certain strange frequencies different from live voice picked up by microphone. No feasibility test.

VOICE RECOGNITION - Advanced Version of this invention: Any sounds that are not programmed for the voice recognizing software, eg: it has huge vocabulary, and if there is a pause or difficulty or unrecognizable sound spoken, user is notified. File application now, license later when manufacturing costs drop?

APPLICATIONS: walkie talkies; intercoms (on noisy street entrances); pay telephones; working in very noise environment, where user would be willing to take unusual measures, eg: wear mask; record sounds into memory: bird calls, conference; baby cries (mother's monitor); speaker tel; standard tel; cordless and cellular tel (blocks traffic, wind, car engine). All two way (verbal) communication. One way recording / communication, eg: voice recognition, audio recording.

SOUND CONFLICT REDUCTION: Avoiding cancellation of desired sounds due to system's inability to distinguish between desirable and undesirable sounds: Place sensor on or near throat (vibration) / mouth; speak into cup, cup is a mask over face, or surrounds microphone; the sound frequencies of the speaker (has memory for "multi-users") are recognized via: user's or manufacturer's programming; system's "sound analyzer" helps

user better identify which type of undesirable sounds are similar to the frequencies being spoken; speaker taught to avoid speaking in potentially conflicting sound frequencies; some conflict of sounds is permitted, system simply blocks sounds that are dissimilar beyond certain range, such as by: frequency ranges or distance from microphone or volume; system seeks commonly repeating sounds, eg: noisy refrigerator; existing technology for noise cancellation devices, eg: company in Chicago which helped Tokyo copy our Noise Buster noise canceling head phone system. Record into system the unwanted noises.

-User is able to know if their voice sound band isn't unknowingly being partially blocked: to check if system works, user can speak, then play back recording to hear for any missing sounds. If sounds are missing, system shows user (via Q) what blockage modes need re-alteration.

MISCELLANEOUS:

-D: for diagrams also see 3E040.

-U would k in how sys (electronic system) selects wanted fq. Yet all people speak in roughly the same bandwidth. 40 Hertz to 10 Kilohertz - is what tel co allows speakers?

-Mic placed outside window, this knows what sounds hit sys ('computerized system) first.

. 1G21: Walkman permits selected sounds to be heard by user. Either system is designed for wearer to hear all environmental sounds plus music without disturbing others. Or, system via noise canceling technology permits selected sound frequencies to be heard by wearer. Also, particular shape of air passage to ear better permits certain frequency sounds using known methods, the unique factor being the combination with the Walkman. Exists: Noise canceler connected to Walkman.

. Walkman permits ability to hear sounds in environment. Sys's mic allows user to hear others (their speech, general sounds, important sounds: tel ringing, door bell, crashes, etc.) This enable user to hear music without disturbing others.

.-This N (invention) might have been filed earlier by Kays, maybe a branching out of an N.

-D1: sound analyzer (selects designated sounds as pr by u (user) (noise canceling technology/acoustical shape of air passage to ear better permits certain frequency sounds), eg: tel ringing) -> C ('computer & 'analyzer) = osc / wa / "stereo" (portable).

-related to 1G09: Selected sounds are canceled.

. same as above, if such microphone exists, then this wouldn't be patentable. Inventive step is in the mic.

. Lexus' sound canceler blocks constant sounds.

-problem: how does this sys block changing unwanted frequencies. Cause time delay: milliseconds probably. Yet if using filter, there's no time delay.

+-exists: tel mic already blocks certain frequencies. All mics by nature block fq. For patentability, need to solve this problem, eg: in combination w (with) unwanted noise's location (picked up via 3rd mic).

-if unwanted sound is constant: time lag won't be such an issue.

+ Also see file: Parts-Telecommunications for further explanations parts codes used.

CONCLUDES THIS NOISE CANCELING FILE, FOR THIS PAT APPLICATION
* 3E040 TELEPHONE NOISE CANCELER - SELECTED RANGE VERSION:

[Tel] Noise Cancellers Exist on market in different forms.

TELEPHONE WITH SELECTED NOISE CANCELED when Beyond Designated Distance. Results in less sound interference; minimizes conflicting external sound picked up by speaker telephone, and human voice controlling systems. How works: Parabolic microphone; or, multiple microphones determine sound source, eg: outside mic targets street noise, calculations cause time lag.

Differentiating nearby from distant sounds: time difference between three-plus microphones, like how a pair of ears judges sound direction and distance.

MISCELLANEOUS: can turn function off if speakers need to be further from tel. Mic picks up via signal strength too. Also build obvious acoustical walls or cups around microphone. Speaker is "notified" when they begin to approach distance limits from microphone. System might "notify" user of the presence of external sounds, especially if they aren't canceled. Shows decibel level of all sound sources identified by their distance from microphone, type sound (sound analyzer*).

PROBLEMS: don't know the "how" of these noise canceler ideas. Crowded field: noise cancellation in cars, planes, the sound buster. Tel companies are large and aggressive. It's easy to think up this invention. Using a parabolic microphone awkward, so consider other options too. Echoes from room walls. This doesn't try to solve the inability for speaker telephones to hear and speak simultaneously, but reduces such external sounds causing this conflict.

These two general tel N (invention) 3#'s: assist in improving:
-"sound analyzer"
-"speech" / "voice": sys (electronic system) helps better understand what human speakers are saying, by blotting out unwanted sounds/interference.

MISCELLANEOUS:
* Portable microphone: clipped onto head; user can still hear via speaker rather than earphone which may be like insect in ear.
* Warning: these noise cancellers may have undesirable military application for bugging devices. We're not interested in military.

OTD DIAGRAM #2: This N (invention) sys (electronic system) (T Noise Cancellers 3E040 & 3E041) ~ C ('computer & 'analyzer) =

BRAIN (sys knows where speaker/*listener is located (sensors, ps, multiple mics)); C (); CAMERA (intelligent monitor 2E251: mic focuses on designated activities/sounds); CART (sw: how control sys); COMPOSITION (records more of designated sounds (in concerts, speeches); EDUC (learn to dissect sounds); M (sounds database for "brain" = sys knows how to process (environmental) sounds by matching them w (with) db); MO (digitized verbal communication); MOUSE (control: mic (which are more active), how sounds processed); MQ (); MULTI-USER (speech treats each u (user or 'licensee) differently); PR (each room in dwelling would have differing unwanted sounds, hence each room's pr is different (multi-user for differing locations (versus for differing u))); SCORE (notes when desired sounds were canceled too many times = subsequently system will be less likely to cancel such frequencies, in tern more unwanted sounds might be allowed = done via "brain"); SENSOR (any body movement = u's location); SOUND ANALYZER (); SOUND VISUAL ANALYZER (coded sounds = brain = (re)transmitting of designated (pr) sounds)); SPEECH (sys recognizes voices of particular u (user or 'licensee) = does/doesn't hone more into their speaking. "bva"); STEREO (u hears speakers in stereo); SYNTH (); TDS (sys does all possible to speed time from spoken word to the transmittal to hearer (to reduce any time lag)); T (); tr (transmission) (); u (user or 'licensee) (speaker, listener*); UIP (all desired setting differ by user. Settings are determined by UIP, eg UIP seeks settings for: u's normal speaking frequency range, unwanted environmental sounds); UQ (); VR* (vr sys seeks only certain incoming (environmental) sounds for vr sys to process/alter); WA (t sys (sp tel, t headset sys) adjusts for u's moving location).

MISCELLANEOUS:

-the limits placed on inputted signals (beyond sound) include: infrared; radio frequencies; mobile t; etc. sys (electronic system) judges the distance from which such signals are sent (via air, wire (CID, "access")).

-both t canceler Ns.

-use avail filter technology, in which case not patentable. Patent would have to be on the microphone, not the tel.

-exists, if much background noise, sp tel will be less likely to cut me off.

-Parabolic mic: excludes noise outside desired area. Difficult to have a certain radial distance, versus mic being pointed at one point? This is the passive mode. This rejects sounds since (sound doesn't get into mic).

-has experience w (with) tel.

-Active mode: combining existing mic w (with) tel could be patentable.

-tel booth: need to speak only 1mm to 10cm from mic. Distance analyzer helps in that environmental sounds (unwanted) can be difficult to differentiate.

-much work done in electronically dealing w (with) noise: analyzing, canceling, etc.

-signal processing portion of these tel N (invention) is not necessarily difficult to be inventive.

-cellular tel: eliminate background road noise. It could be either constant or non-constant sounds.

-he and others aren't bothered by the combination of existing tel w (with) special mics that may exist.
-exists. Locator sys which use triangular analysis for determining position. They use el (electronic) tr, light (beams shot out and picked up at different locations), or sound. Hence the sound mode is applicable for determining location of sound source and buy this sound locator off the shelf.

% 4E070: Walkman with microphone to outside environment: User hears what is going on around them, while at same time, not disturbing others who can't hear user's music.
-Application: have a walkman without the problems associated with being unable to hear what goes on around user, eg: door bell, tel ring, alarm. Sys for u who want to hear music/sounds/news/tv shows/etc wo (without) disturbing others.
-this is probably an NK before '95 (and before 4E070) in different N #.
-sound in room -> mic ("sound analyzer"*; existing noise canceler (sound buster)) -> wa (stereo, walkman, m (osc), tv or radio or VCR or other broadcast)~c.

R40 MOTORCYCLE HELMET with noise canceling and music stereo. [J&M Corp, 1415 S Cherry Av, Tucson AZ 85713 US PS 4.94]
-vr; with ps the osc alters by location; system is with or without helmet (only walkman type apparatus / audio system as in game arcades, vr, home "stereo")
-replicates / alters sounds that are needed by user (sounds of eminent danger^: screeching tires, crashes, alarms (notifier, police).
-D: external sound = sound analyzer = noise canceller = synth = osc/*notifier (via osc/*lights (flashing)/**s)
-OTD:
ACCESS**:(); CAMERA:(visual analyzer ("notifier" for emergencies)); CART*:(); COMPOSITION *:(tune into selected sounds/frequencies for (smorgasbord of sounds)); ENTERTAIN:(); K:(r*); MFH:(); MORNING**:(cancels out unwanted sounds, but not^: alarms, tel or door bell, owner's dog barking); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PS:(cancels sounds/plays/synth sounds according to location); Q*:(uip: emotional state user wants, then based on user's response and uip of user / desired situation (what elements (sounds) would help arrive at desired effect)); S:(); SCORE:(type sounds (their behavioral sound analyzer's score; *tds); SYNTH:(); **TEL:(tr); UIP:(see "q"); WA:(portable system in: walkman; helmet; suitcase/bag).

LASER T: Sounds from kitchen or other locations coming to any speaker D can be programmed to have less effect on microphone if it is within a selected distance (as programmable by user).
--Speaker telephones are poor in having both speakers speak simultaneously, hence reducing external environmental sounds both reduces such conflicts, and allows listener on other end to hear more of the speaker's voice.

.-the microphone portion of this N (invention) can also be used in any other audio recording function beyond telephony. Exits.

-D1: voice + any unwanted sounds -> microphones (3+) = sound analyzer = tr (transmission) to other telephony instrument / recording (c memory, tape) / nr (notifies when 'designated) / status.

-D2: speaker #1 = mic / k (control distance mic picks up at) = c~t = t = speaker #2.

-OTD D: T / C / This N sys (electronic system) =

ACCESS (mic's effective range related to type access (code) of u); CART (mic's distance range); S (mic's distance range); M (sound analyzer)**; MIC (); MULTI-USER (mic's distance range is different for each u); PR (change mic's distance range); PS (mic's distance range can be ignored if speaker/u has their pd go beyond range); Q (); SENSOR (mic's distance range); + SOUND ANALYZER (determining if sound is within mic's distance range; + allows certain sounds to be picked up (whether they are or aren't within mic's distance range) = noise canceling device); STATUS (where u (user or 'licensee) is in mic's distance range); SYNTH (makes incoming/outgoing sounds more pleasing)**; + T (); UIP (according to situation or u, changes the mic's distance range); WA (T).

-utilizes 3E041, sounds canceled if in unwanted audio frequency.

OTD DIAGRAM: T / This T N (invention) sys (electronic system) / C ('computer & 'analyzer) =

ACCESS (); *ANSWERING MACHINE (); BALANCE (); *BVA (); CID (); CAMERA (LENS) (determines distance speaker is from t, or nature of what's causing unwanted noise (visual analyzer works with sound analyzer); CART (); CLAP (); CONFERENCE (); *FS (); HOLD (); K (); LOCATOR (); M (); MIC (); MP (); MULTIMEDIA (); MULTI-USER (each user wants sounds blocked differently; multi-situation usage: move t or other elements into room, then background sounds change, intern sys adapts); NOTIFIER (); NOTIFYING CALL (); PD (); PORTABLE (); PR (); PRINTER (); PS (); R ('remote control via 'accessible 'interaction) (); ROUTER (); S ('interactive 'screen with 'adapted menu) (); SCORE (); SOUND (); ANALYZER (); TDS (); *TRANSFERRING INTER-SYSTEM TELEPHONY (); UIP (); VM (); VOICE MODULATOR (for incoming/outgoing communication; incoming communication is altered so as to reduce likelihood of sound conflict with what's being canceled); *WA ().

PATENT SEARCH Strategy & some related US patent numbers:

3E040 3E041 Telephone Noise Canceler: ()

-kw str: tel* noise* cancel*. Many similar N (invention) found.

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-vr; with ps the osc alters by location; system is with or without helmet (only walkman type apparatus / audio system as in game arcades, vr, home "stereo")

-replicates / alters sounds that are needed by user (sounds of eminent danger^: screeching tires, crashes, alarms (notifier, police).

-D: external sound = sound analyzer = noise canceller = synth = osc/*notifier (via osc/* lights (flashing)/**s)

-OTD:

ACCESS**:(); CAMERA:(visual analyzer ("notifier" for emergencies)); CART*:(); COMPOSITION *:(tune into selected sounds/frequencies for (smorgasbord of sounds)); ENTERTAIN:(); K:(r*); MFH:(); MORNING**:(cancels out unwanted sounds, but not^: alarms, tel or door bell, owner's dog barking); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PS:(cancels sounds/plays/synth sounds according to location); Q*:(uip: emotional state user wants, then based on user's response and uip of user / desired situation (what elements (sounds) would help arrive at desired effect)); S:(); SCORE:(type sounds (their behavioral sound analyzer's score; *tds); SYNTH:(); **TEL:(tr); UIP:(see "q"); WA:(portable system in: walkman; helmet; suitcase/bag).

LASER T: Sounds from kitchen or other locations coming to any speaker D can be programmed to have less effect on microphone if it is within a selected distance (as programmable by user).

--Speaker telephones are poor in having both speakers speak simultaneously, hence reducing external environmental sounds both reduces such conflicts, and allows listener on other end to hear more of the speaker's voice.

.-the microphone portion of this N (invention) can also be used in any other audio recording function beyond telephony. Exits.

-D1: voice + any unwanted sounds -> microphones (3+) = sound analyzer = tr (transmission) to other telephony instrument / recording (c memory, tape) / nr (notifies when 'designated) / status.

-D2: speaker #1 = mic / k (control distance mic picks up at) = c~t = t = speaker #2.

-OTD D: T / C / This N sys (electronic system) =
ACCESS (mic's effective range related to type access (code) of u); CART (mic's distance range); S ('interactive 'screen with 'adapted menu) (mic's distance range); M (sound analyzer)**; MIC (); MULTI-USER (mic's distance range is different for each u); PR (change mic's distance range); PS (mic's distance range can be ignored if speaker/u has their pd go beyond range); Q (); SENSOR (mic's distance range); + SOUND ANALYZER (determining if sound is within mic's distance range; + allows certain sounds to be picked up (whether they are or aren't within mic's distance range) = noise canceling device); STATUS (where u (user or 'licensee) is in mic's distance range); SYNTH (makes incoming/outgoing sounds more pleasing)**; + T (); UIP (according to situation or u, changes the mic's distance range); WA (T).
-utilizes 3E041, sounds canceled if in unwanted audio frequency.

OTD DIAGRAM: T / This T N (invention) Sys / C ('computer & 'analyzer) =
ACCESS (); *ANSWERING MACHINE (); BALANCE (); *BVA (); CID (); CAMERA (LENS) (determines distance speaker is from t, or nature of what's causing unwanted noise (visual analyzer works with sound analyzer); CART (); CLAP (); CONFERENCE (); *FS (); HOLD (); K (); LOCATOR (); M (); MIC (); MP (); MULTIMEDIA (); MULTI-USER (each user wants sounds blocked differently; multi-situation usage: move t or other elements into room, then background sounds change, intern sys adapts); NOTIFIER (); NOTIFYING CALL (); PD (); PORTABLE (); PR (); PRINTER (); PS (); R ('remote control via 'accessible 'interaction) (); ROUTER (); S ('interactive 'screen with 'adapted menu) (); SCORE (); SOUND (); ANALYZER (); TDS (); *TRANSFERRING INTER-SYSTEM TELEPHONY (); UIP (); VM (); VOICE MODULATOR (for incoming/outgoing communication; incoming communication is altered so as to reduce likelihood of sound conflict with what's being canceled); *WA ().

PATENT SEARCH Strategy & some related US patent numbers:
3E040 3E041 Telephone Noise Canceler: ()
-kw str: tel* noise* cancel*. Many similar N (invention) found.

+ Also see file: Parts-Telecommunications for further explanations parts codes used.

3E040 Telephone Noise Canceler

Known products in this area:

Herman Miller (Designs Office Furniture and Equipment – Highly Regarded) has made a device to allow telephone privacy. Device records random samples of your phone conversation and replays a continuous mix of random babble. The result is a chatter that camouflages your conversation from an eavesdropper. This product

is unique in that it does not incorporate noise canceling technology, instead using the users voice to mask itself. suggested retail $395

(http://www.hermanmiller.com/CDA/SSA/News/Story/0,1585,a4-c407-n350,00.html)

Bose Acoustic Noise Canceling Headphones – Works by using a microphone to examine the unwanted sound and generates a sound of the same amplitude but of opposite phase which will cancel out the unwanted sound.

Noise canceling technology is currently under active development for many applications. It appears that the process to cancel the noise is not patented, but rather various applications of it are. Current applications range from headphones, audio zones (loud music on dance floor is not heard at bar three feet away) and as a way to reduce noise from large engines and more.

http://en.wikipedia.org/wiki/Noise_cancellation

There are also possible defensive and military applications. Loud and or annoying sounds can be focused at a target creating discomfort. Recently this was used to protect a cruise ship that was attacked by pirates off the coast of Somalia. Another extensions of this technology is being able to direct sounds or noises to select individuals. This could be used to create confusion (ie hearing things that are not there, or hearing music or talk from a direction where there is no-one). A good non-military example could be a bar where each barstool can have their own choice of music without having to wear headphones and can still converse with others.

See Boise Quiet Comfort and related products; and www.HermanMiller.com.
CONCLUDES THIS NOISE CANCELLER* FILE, FOR THIS PAT APPLICATION

" T " - TELECOM RELATED

$$? 1G23 ESP (Engineer Support Platform): Using Caller ID
incoming tel calls are processed according to who is calling. Callers are designated ('routed) and processed according to many 'tailored/'scored criteria. Examples:
-Value of the customer (frequency in which they have bought upgrades)
-Caller's region (those with hard phone skills answer calls from NY).
--callers from southern states go to southern employee if his line is free
-Receptionist analyzes type caller by their behavioral styles. Receptionist matches them with people who will more likely get along with eachother. The receptionist doesn't even have to be right, they might just guess

(some will guess better than others too). Eg: people are distinguished by whether they are: spontaneous, hard core, intelligent, have attitude...

-Trouble makers get: 1] put at end of que, 2] lower paid tech support personnel, 3] person with hard phone skills

-Exists in at least some forms well beyond simple caller ID.

Call Sequencer: US Telephonics, Irvine.

Phone System from Panasonic. Combine both products. 714 373-7796 Charlene.

-Steps: incoming call -> after pr # of rings = forwards to recording ("please stay on the line" / "if you want to stay on the line, I'll be with you shortly, or press #1 to leave a message") = recevier of call picks up.

-will hold automatically (for 40 seconds, then routes to voice mail).

See:

-mobile tel location notifier 3e010 in "i" folder

- clever tel ring delayer 3g010 in "i" folder.

Telephony (telephones). All types including: standard home/office, cordless, cellular, speaker tel, PCS (Personal Communication Service as being developed by MCI).

D1 (Drawing #1): tr (transmission) = receiver = mic = central unit/c = uk (user keys in) (dial pad)~osc. The tel ("T") functions as part of a larger system. When the term `tel line(s)' is used it refers to^: wire, wireless lines.

.-Option: Multimedia ("MM") tel ("T") (video phone): hear, and %see: a user (other people you are communicating with) / [display transmitted by system] during communication.

.-* Telephonic interaction occurs also by UK data on same and or parallel tell line. uk/remote =c (computer)= tel ("T") = tel ("T") line.

.-"D" was old feature for "T". It shouldn't be a problem in accidentally confusing it with D's definition also for `Diagram'. +-For details see the large `Parts T' (Parts For Telephony) File.

-See "Brain": system' feature 'adapts according to circumstances.

-"Edit": Determines how "T" functions restricted / %altered.

.-A code (access, electronic `water mark') encoded in sw/data* of t (telecommunications) system limits how + feature / system / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

-"Billing": bills for what / how system used/"accessed".

-this 'T feature can also be referred to by the term `communication(s)' when used in the electronic context.

* TEL SECTION - Maybe Read Later:

Telephony (telephones). All types including: standard home/office, cordless, cellular, speaker tel, PCS (Personal Communication Service as being developed by MCI).

D1: tr (transmitter) = rc = mic = central unit/c = uk (dial pad)~osc. The tel ("T") functions as part of a larger system. When the term `tel line(s)' is used it refers to^: wire, wireless lines.

.-Option: Multimedia ("MM") tel ("T") (video phone): hear, and %see: a user (other people you are communicating with) / [display transmitted by system] during communication.

.-* Telephonic interaction occurs also by UK data on same and or parallel tell line. uk/remote = C ('computer & 'analyzer) = tel ("T") = tel ("T") line.

.-"D" was old part for "T". It shouldn't be a problem in accidentally confusing it with D's definition also for `Diagram'. +-For details see the large `Parts T' (Parts For Telephony) File.

-See "Brain": sys' part adapts according to circumstances.

-"Edit": Determines how "T" functions restricted / %altered.

.-A code (access, el (electronic) `water mark') encoded in sw/data* of T sys limits how + part / sys / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

-"Billing": bills for what / how sys used/"accessed".

-this 'T part can also be referred to by the term `communication(s)' when used in the electronic context.

CONCLUDES THIS TELECOM SECTION

TGH - THERAPY GETS HARDER

5A090 ART THERAPY COMPUTER:

Depending on the prognosis, patient works on tasks to help themselves.

. Tasks - Shapes: color them, move them into or out of places/shapes, rearrange them, increase/decrease size/quantity, alter shapes (slicing, adding features, connecting with other shapes), draw shapes, receive written/verbal commands for doing any related function herein described. Do this to: gain 'access [into a 'game function/aspect]; or learn how to 'tailor ['game] 'effects.

. Tasks - ['Game] Story Lines: user is given animated characters, which can be made to move from scene to scene w/ or wo (without) written/spoken statements. User alters/creates story in manner they wish/feel is therapeutic for characters/themselves. Most users may not have any or much of a story line, hence they are given a full story, or a structure/outline of a story from which they have more than enough ideas to create the final story.

-Tasks - Solve the Problem/Find the Villain/Who Do It: Story lines w/ or wo (without) animated characters.

Promotion: For fun alone and or therapy.

-Technical: comes in special hardware. Can also be made into software for standard models.

.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip)

.-"Tilt": controls sys' functions

5A820 THERAPY MACHINE: Analyzes your physical and mental well being [by how user plays 'games, and system gains UIP-info to help heal].
-sense your vitals and other body emotions, even asks questions, then gives therapy via:
-sound
-vibration onto all or part of body
-verbalized psychological advice
-for medical research / doctor's "tracking" of u: 4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)

A1-460 SLEEP SOUND THERAPY (Machine): key in what ails you and M produces sounds appropriate to type healing needed. Mix with therapy machine. Sleep Music Therapy (Machine)

* A1-10 THERAPY MACHINE: Programmed SW ('computer's 'software ['analyzes]) ('computer's 'software) E C to work with person's, group's psychology, sociology, medical condition. It responds to people by their keying in, or voice. It can be preprogrammed by person or other therapist to act at designated times according to clock or patient's behavior or external stimuli. Machine makes one happy, sad, sleepy. The additional characteristics are described by other products with "mix with therapy machine", each of those products are mixed with each other too. Mind Machine, Mind Therapy, Therapy, Play Therapy. For product names, replace M and play with SW, E, Toy; replace Therapy with Help, Fix, Improve(ment), Enhancement.
10A Response Therapy Machine, argue with it, it responds in frequencies and or words designed to achieve desired effects of calm, or increased anger to further dissolve anger within. Primal Therapy Machine.

A1-38 MEDICINE USING OVER THE COUNTER DRUGS. A person has difficulty working or living w/ someone and can't ever feel close or at one with them. Based on questions and answers in software, computer prescribes a one or two time dosage of drug which it mixes or gives the pill number which comes from a large stock sold with system.
Legal healthy drugs include caffeine, chamomile, valerium root, etc.
Studies show after some level of connection between people has occurred due to external circumstances, subsequent connectedness is easier.

A1-47 BRAINSTORM[ER] MATE: SW ('computer's 'software ['analyzes]) ('computer's 'software) sends sentences to boost your creativity if you're on keyboard (M senses mild touch) yet not keying in. Mix with therapy machine. See 'Peter; Brainstorming 'game inventions of ours.
-D: u (user or 'licensee) = lack of typing / "sensor" senses u's presence (they're in seat / arms c's wrist pad) = analyzer = osc.

A2-03Z: POSITIVE PROGRAMMING THERAPY MACHINE. Ask kid / adult to do something [on a 'game] and machine follows or machine shows how ['guides] kid to do something and asks kid to copy.
M targets people's heights. Eg: shoots low for kids. Even w (with) plethora of such m, ea m begins to depict people differently thereby creating interest on part of client to see how they look this time. M asks which product the m's character should play with (shows different products which kid can touch). the character can show how game is played.
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)

A2-070 MIND CORRECTOR: when mind goes into pathological fq, modes, it sends alarm (choose soft, med, loud) which tells person to correct their mind waves. People often drift and can be helped when u is told by machine which checks for beta, alpha, theta and others. Wear as necklace, watch, bracelet, keep in pocket, bag. Police are called when person is about to go into dangerous frequencies (murder, suicide). If you feel crazy/bad/in need of pep, confidence it can send healing sounds/music/voices - statements/commands/support. Soothes anger, jealousy, sadness, manic behavior. TM: Mind Alert, Crazy/Mind/Head/Frequency - Zapper/Alterator/Alarm/Corrector. HH E BP SP VB S ('interactive 'screen with 'adapted menu) Med W1-2 Cons Kids Adult Fun Mood LL D MP dd rpc cp mp pp vc d mem shoulder-strap aca v
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" / "analyzes" occurrences (for uip (db improvement), intelligent monitor 2E251)
.-"Entertainment" / Program (sw) Screener: 9G220: sys (electronic system) screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%)
-'guides ['game/software] 'entity/user to correct their thinking process / what they view is reality / poor skill sets.

A3-R14 Tel ("T") VOICE BALANCER: (Hold this sentence for now: mix w/ mind corrector, music selector, personalized CD.) Too much or too little of certain fq need sound therapy. M listens to incoming and your outgoing voice. Get the therapy while ur on hold or when you ask for it or it kicks in (maybe - if you want) when needed based on your outgoing voice, or when co manager deems appropriate. The sounds that positively help user while listening and speaking may be heard only by the user. Input personal behavioral info of user in order to activate the first day. Can also increase feelings of seriousness, quality control, success... Have minor sound in background when you listen (if helpful).
.-Tilt Stick 5E020: Controls this N's functions.
. Also for tel ("T") operators: they receive inputs according to type caller: seat vibrations, images on crt, sounds only they hear, their outgoing voice also altered. During breaks between incoming calls they can receive higher amounts of positive inputs.

1B120 CREATIVITY ENHANCEMENT DEVICE (formerly called, Brain Light 1A-6)):

Machine measures person's creative brain waves and feeds back information for their development of creative abilities. A clear barometer of their frequency levels allows users to gain greater clarity for control. See 'Peter.
-Technical: creativity might be measured by any one of the following: blood pressure, neurological frequency measurements via brain caps, receptors taped onto certain regions of body, eye movements, or other effective means.
-Required would simply be a research project correlating all thousands of body signals with levels of creativity - the above are only some of them proven to be related. A large synthesis of divergent signals may help validate results.
-Very difficult to truly make operational. There are enough studies to show that certain brain waves are related to creative thinking, other possible measures (frequent dilation of pupils, rapid heart beat while seated). Still the physical characteristics to check for are probably limited. Realize this before taking up this interesting product idea.
-Main Purpose: Increasing creativity by identifying when you are creative. People are often caught up in the moment and forget to know what is going on inside themselves... For example, a green light might go on when the person is acting creatively. By realizing you are creative, it will probably be easier for people to more consciously put themselves back into this state of mind. Controlling one's thought process and guiding them into the creative mode can be somewhat subconsciously directed, and having the light tell you when you have crossed the line or not, makes it maybe easier to cross the line frequently.
-Other Purposes: for scientists studying the creative thinking process; helping people correct mental thought disorders.
-OTD: Display ("S"); c; pp; mp; uk; date; user beh; interactive; educ; toy; game; entertainment; exercise; portable; printer; mfh; alerter; osc; vc; egh; score; tgh; teach; md; cart; rpc; pc; uq; mq; pi.
-(Hopefully the above was translated already into Russian in early 8.93)

6B340 VISUAL IMAGE MOTIVATOR: shows pictures which depict the type of feeling you wish to have more of [in a 'game], eg: you need ambition so see pictures of people working their way up the ladder; you're sad so see people who are getting over their sadness; etc.
-use at home, in therapy office...

8B140 INTERACTIVE THERAPY: Your personal therapist. User selects from menu which feeling they are experiencing. User also lets out their feelings into "mic", system in tern analyzes the voice to better determine the best therapy. System them generates scientifically proven sounds which create the desired therapeutic response, eg: sympathy, getting rid of anger, building confidence. Your therapist is always there when you need it.
-display may also state items to help, eg; advice

-get sympathy, get rid of your anger, etc. by speaking with "C" on other end of "T". First key in type mode you wish to interact in. Then speak with or without a prompt. Then system will respond in manner to help person achieve desired feeling.

-System prompts user for a wide choice selection. First there are general type categories, eg: happiness; love; sadness; upset; etc. Then when area is selected, eg: upset, user can better pinpoint area they seek, eg: parents, bad traffic, somebody stole your idea, etc...

-System can also be a single device used at home, by psychotherapist for their clients, etc.

-primal therapy: getting out your frustrations by shouting is very popular in the "pop psychology" US market

-also, people often feel better when they hear another person expressing emotions similar to theirs, be it love songs, sad songs, etc. Instead of getting records, this product is able to pinpoint certain feelings maybe in less time and more directly. Though the system might also use music as a form of therapy too.

--many people don't know concretely why one song satisfies a particular emotional need, the machine will be more scientific about it. Plus few people have all the recorded music for each emotional situation, nor do they maybe want to listen to all the many songs for each feeling. With this product they can even experience several different feelings all in a matter of minutes.

-additional applications: the person very interested in psychology, and one who already has purchased other psychologically related products, eg: books, instructional tapes, brain wave machines (available for a few hundred dollars); put into a Walkman like model; great for sales people making many sales calls, after frustrating calls, they can press desired button; place device any place where people may often have frustrations, or include it into products that are near people during frustrations, like telephones.

--tel model: only user might hear the sounds, not speaker. The device will sound out in ear phone or speaker phone while speaker is speaking. Currently speaker phones and microphones don't operate simultaneously - so you can't speak and hear at the same time like with regular telephones.

-combined with information user supplies about itself (PI), plus how user might feel at any given day, moment according to how it inputs current feelings into device - system will generate desired effects. Device also prompts user for the needed information: this can be when user first starts using device, and later as things change too.

-OTD: "S"; "C"; pp; mp; uk; interactive; toy; all; entertainment; "mic"; exercise option (prompts user to accuracies harder by giving encouragement via speaker); portable; sst; i; printer; "M"; bp; alerter; osc; vc; egh; score; tgh; cartridges (outgoing recorded sound, statement options); rpc; cp; uq; mq; uip; character (changes according to type effect desired).

+-other applications: learn how to act in different situations; crude form of virtual reality; this system with an additional still or motion camera allows users to make interesting movies; toy; entertainment

-OTD: "S"; "C"; pp; mp; uk; mouse; date; tds; interactive; toy; basic; game%; entertain; "mic"; synthesizer; printer; ch; au; "M"; osc; balance; speech; vc; egh; score; tgh; md; cart; "T" (using "C" from remote location, accessing via "T" line; using just "T" key pad, and or user's nearby "C" too); sp tel; tr; mo; fs; rpc; cp; cc; uq; mq; access; uip; character; multi-user; cc; "R"; notifier; composition; air pad.

1G05 SYSTEM ASKS QUESTIONS ("mq") to user to ascertain the sounds and other elements needed to boost their creativity, work performance (quality control mentality - see article on Increasing Creativity, eg: it's I.C.E. (inter-cultural engineering section).

-D: user = uk/"sound analyzer"/"BVA" = C ('computer and 'software) = s/printer

-OTD: uip; cart; also a software product

+ R03-1 BEHAVIOR ALTERATION SYSTEM: Gives organism drugs at designated times to reinforce desired behaviors. Research tool. Applications:

1] DHA chemical (known to boost memory) given at crucial times, so animal better remembers occurrence.

2] System gives drugs to foster desirable behavior via injection, pill, food.

3] Remote control drug administration to any form of life in research labs.

4] Automatically senses when organism should be administered drug, via standard sensors. Example, organism given injected tranquilizers when going into spasms. Saves labor.

5] 'game's 'agent has drug [like qualities], which can be given/injected/'accessed into 'designated entities or software of inventions.

. Memory Effectiveness System:

-administer this [drug/chemical] and other (memory effecting substances (positive/negative [reduces memory])) at a time near the desired occurrences, eg: training animals to memorize/remember important elements (tasks, commands, behaviors).

--administered via I.V., pill form, mixed with solid/liquid dietary intake, administrator and substance are surgically placed into body (just under skin). Eg: give (food) as reward.

--give chemicals which are proven to reduce memory at time of such occurrences.

. Other behavior enforcing applications: give chemicals w5 which effect/alter organism (in related manner(s)) for: enforcing / de-enforcing desired/undesirable behaviors. Behaviors include:

--excessive / lack of energy for exercising / body movement;

--creative/uncreative behavior

--ability to or not to: sleep; study; sit; relax; be alert; act in emergency situations (flee); use brain effectively (correct / speedy calculations (math, grammar, spelling, analysis (not "analyzer").

-D: organism = sensor / injector or applicator of (drug) = c (uip, m) = other medical equipment.

-OTD:

ACCESS **:(); ARTIST *:(increase creativity); CAMERA:(study uip; determines when to administer drug/chemical); CART *:(); COMPOSITION *:(increase creativity); ENTERTAIN:(give drug when user is (happy)); MFH:(); MORNING **:(administer at wake up time (caffeine)); MULTI-USER*:(different uip); NOTIFIER:(when drug needed / not taken (when needed)); OSC:(); PR:(); PS:(administer it (IV) when entity does/doesn't go to applicable zones/territories/border lines); R:(); S:(); SCORE:(tds when administered); UIP:(analyzer determines when to: alter personality, give drugs, drug dosage determinator); WA:().

R115 COMPUTER ("C") GIVES SPEECH TRAINING TO HEARING-IMPAIRED. A computer-likeness of lips and a tongue mimic the corresponding movements of a trainee's lips and tongue. To practice singing, the musical notes of song scores, are shaped like birds. If a trainee's vocal pitch is correct, the bird opens its mouth. $400. Mar 93 X.

-OTD: ACCESS **:; ARTIST *:; BALANCE **:; CAMERA:; CART *:; C:; CLAP:; COMPOSITION *:; Display ("S"):; ENTERTAIN:; FS **:; GAME **:; MD *:; "M":; MORNING *:; PD:; PP/MP:; MQ/UQ *:; MULTI-USER*:; NOTIFIER:; OSC:; PRINTER *:; REMOTE ("R"):; SCORE:; STEREO:; SYNTH:; TDS *:; TEL:; TGH **:; TOY *:; UIP *:; UK:; WA:

MISCELLAENOUS:

. R165 Smells/incense said to alter stress/behavior. 17 May 93 NK

. 2J-02 Game instructor: Teaches players which moves they might make (for better chance in winning game). -see this KN's details under "game".

. 3E061 Motion Tutor: 'Guides users to improve their ['game] movements, eg: the 'guidance gets tougher ['tgh] over time ['order & timing].

. See 7J02 Language Trainer & Voice Analyzer: Teaches language learners to pronounce new words. It's in own file.

. A2-190 FLASH PAST SUCCESS: to enhance one's creativity if they are lacking confidence, across CRT, send post cards to self/others, in therapy machine. Tied to our Dynamic Real Time Games 2G120 and 2G130.

. A2-660 PUBLIC TALKER: e m that speaks for desired sociopsychological effect, eg: in R&D or other creative places, sound overly serious to reduce icy feeling bad for creative group spirit; plays music/sounds; etc Where: in elevators, hallways (when it senses p are walking down), entrances to rooms, floors, buildings, indoor/outdoor garages. Practice speaking/playing in ['game mode] and get 'scored.

. A4-81 DREAM MACHINE: when machine knows person is dreaming, it sends signals to body and brain which are designed to positively help people. Person receives stimuli via: wires to body; sounds in air; bed vibrations; odors. Programmed by therapist and or user.

2J-03 CREATIVITY ENHANCER VIA UIP: System gives programs to U that are designed to alter / induce desired mood in U according to designated (changing) criteria, eg: what text u (user or 'licensee) typed into Computer that day.

-This general system can connect to OSC / TV / KN (invention) - channel selector = intern create desired effects.

-D: previously inputted text typed / inserted (recently) by U = [SW "analyzes" (via key word search) = the uip profile of user] = UIP - Analyzer = BA - behavioral analyzer = selects quotes / programs / osc (sound effects) for U to experience (read / hear) = U

-this is probably covered in many KN. See 'Peter.

-See Old N for details: 4C-050-10300Q Combine product ideas.
Unite two 3A product numbers. 3A-281-042001 Interactive Mainframe Alarm: Computer states new interesting ideas each morning which are designed to help the person wake up, ask questions. System can be at home, or provided as a service by automatically calling people by tel with pre-recording.
o-related to 3A-280. Instead a mainframe calls subscriber to wake them up and interacts with them in different format each time.
-asks questions, states surprising statements (can be based on type subscriber and any info available about them, eg: what they state voluntarily or based on computer's experience of subscribers behavior with itself on telephone.
-OTD: remote%; displays time, written communication, etc; fd-hdd; pp; mp; uk; date; tds%; interactive%; educ; toy; all; game (user plays a verbal game to wake up); microphone; exercise - get people to move about to wake up; portable; t; bp; alerter; osc; vc; egh; score%; tgh; md; cart (of statements, questions, and other softwares); tel; sp tel.

Uses "score" and, (any other data available).
-See "Brain": system' feature 'adapts according to circumstances.
-"Edit": Determines what criteria used in to determine the "score" functions (of U's performance).
-"Billing": bills for time used / "accessed" / level of difficulty influences the pricing system.

CONCLUDES THIS TGH FILE, FOR THIS PAT APPLICATION
TILT (Joy Stick)

Intro: Much of the text was copied from other parts then modified for 'Tilt.

<3, 4-pat, 3, 4>
5E020 THE MAGIC WAND: Remote Control Stick with Switch. This N (invention) was formerly 3A-790. Control any device via device's position in air. Innovative command signals created by simple switch settings combined with differing positions in the air (determined by tilt sensor). Can control: mobile toys, game functions, virtual reality, adjusting window positions, etc. This is especially useful when controlling any device requiring degrees of alteration. Allows greater freedom than remote controls and joysticks. Construction of device in other words: Each switch position allows for different function effect. Eg: stick can be held in 5 different recognizable positions, and there are three switches, in tern there are 5 X 3 is 15, so 15 different types of signals which can be created, hence 15 functions. Remote control device is wireless or wired.
-this has 20 pages in file: c:\i\5e020

MISCELLANEOUS:
. See "PS"-Zone.

. Mechanics: different part of stick (w each's own k) can control different products / portions of products, eg: top controls landing/wings, bottom controls speed.

. Stick also comes in differing shapes/forms/*colors/surface textures*:

Donut (("game") steering wheel); (bouncing/rollable/position vis a vis ground/pad sensitive) ball; disk; pliable thick wire; doll.

-Any object, whereby how it is altered/moved generates a signal which is interpreted in programmed manner, eg: whenever toy car's wheels turn the lights of car automatically go on - 5E021.

. Depending on stick's angle in the air, controls any electronic product. There may be over 20 air 3-D positions, coupled with three or more switch settings, allowing for (20 times 3 equaling 60 different type signals).

-virtually same N is 5E020.

+ MULTI-DIMENSIONAL: Each position, coupled with positioning of switches ("k") increases number of potential signals from each position (its held in the air).

- 2-D, 3-D, 4-D, 5+-D Dimensions.

Functions in two-dimensions, eg: hours of clock; or three-dimensional: eg: three o'clock plus 45 degrees north / to left; 4-D: same as 3-D except switch is in one of 10 different settings, this 3-D example creates ten times as many potential signals from the 3-D position (in the air); 5-D (or greater): eg: a second place of switches which can have 10 switches, so the 4-D position can be divided out into ten differing (narrower / more specific) functions; 5-D: stick also bends, multiple "r" (used simultaneously); etc.

OTD DIAGRAM #2: u (user or 'licensee) = This N (invention) Sys (stick, r) ~ C ('computer and 'software) = ACCESS (); ANALYZER (); ARTIST (paint electronically via air motion); ba ('behavior analyzer [for 'adapting]) (); CART (sw); COMPOSITION (similar to existing orchestra conductor's stick, yet w/ diverse el (electronic) functions, compose music by how stick moves, Yamaha's Miburi); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (); MO (); MOUSE (); MQ (); MULTI-USER (); NR (); OSC (); PR (); PS (); Q (); R ('remote control via 'accessible 'interaction) (); SCORE (); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STEREO (); SYNTH (); TDS (); T (); +TILT; U (); UIP (); UQ (); VISUAL ANALYZER (); VR* (); WA ().

+ MOTION "SENSOR" / PS: motion sensors are a related way of identifying device's/r's position.

-position of device/r controls/effect's sys' functions: Drawing via SW ('computer's 'software ['analyzes]) ('computer's 'software) program; PS-Zone (more effective when GPS will hopefully in future allow for more pinpoint accuracy)

AUDIO FUNCTIONS: OTD D: U = This Audio related N (invention) sys (electronic system) () ~ C ('computer and 'software) =

ACCESS (limits functions); ANALYZER (u's / r's motions/positions are interpreted = processed = desired function controlled); AP (listed); CART (digitized sounds; audio sw; how magic wand's motions "analyzed" - sw); COMPOSITION (wand controls synth/osc function); (Audio related) EDUC (learn / experience what its like to: be (a certain famous) composer), player of any musical instrument whose position is the "r"; K (); M (db of digitized sounds); MIC (); MO (tr digitized sound); MULTI-USER (); NR (); +OSC (); PR (functions of osc); PS-Zone (); Q (); R (Remote Control Stick 5E020); *CORE (); (Motion) SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STATUS (); STEREO (); SYNTH (); TDS (); T (); tr (transmitter) (); U (listener, audio composer); UIP (UIP-db of digitized sounds); UQ (); (Audio related) VR* (); WA (Audio type walkman functions).

+ <3, 3> 3C291 WIRE CONTROL DEVICE: Turn and twist wires creating artistic images on computerized device's screen. Each wire represents a different color and allows user to position where image is to be created.

.-image created can replicate the wire figure(s) in any color(s); or can be completely non representational, where every movement of wire makes any unrelated change on screen, eg: one turn can make the sky from black to blue, or change quiet stationary circles to revolving cubes that generate sounds...
.-short simple single wire models; or complicated multiple wires
models
-wires on a base may transmit their configurations by airwaves to "C"
.-wire is encased in rubberized material; or it is solid material with moving joints
-signals from wire can be altered interpreted in any manner as pr.
* o-antenna adjusts itself according to how it can get best (aerial) reception (happens automatically).

OTD: "R"; "S"; "C"; mp; mouse; interactive; toy; all; game; portable; bp; osc; score; egh; tgh; md; cart; character.
-D: 3C291 Wire Control Device =
ACCESS ()/ ARTIST (images created/altered according to how wire/mouse/k moved/pressed)/ C ('computer and 'software) ()/ CART (art sw)/ S ()/ EDUC ()/ K / MOUSE (wire has all functions of mouse too: each section of mouse has differing controls, eg: wire divided into ten units (lowest 10% represents right button of mouse))/ MQ ()/ MULTI-USER ()/ OSC ()/ PR ()/ Q ()/ R ('remote control via 'accessible 'interaction) ()/ UIP*.
-D: u's hand -> wire (sensors) 1 = C ('computer and 'software) = sw/s/printer/m. Notes: 1 = sensors function according to how/when/w5 bent or touched. Sensors can be very sensitive, so each sensor can sense 10 or more differing positions of itself -> tr (transmitter) different signals -> different effects on c.
--There are switches (k) attached to the (thick) wire.

1G16 REMOTE CONTROL ANTENNA: moved to 3C291, Mar 95

Control your antenna/*satellite (exists? for satellite) dish (for tv, radio...) via remote control device.
-hones into best angle in terms of getting better reception due to: transmitter satellite's location, interference (weather, physical (mountains))
D: remote control (UK) = C ('computer and 'software) = television/radio/other device (with transmitter and or receiver) = function (sound, vision)

R79 MAGIC WAND CREATES MESSAGES IN THIN AIR: In the baton is a row of light emitting diodes and a speed sensor that controls the rate at which the LEDs are switched on and off when the light is waved from left to right. The retina retains the afterimages. Changing the read only memory can change messages. [Avix, Yokohama venture firm works with Mitsubishi corp for marketing. NK 25 Apr 94]

+ 3E061 MOTION TUTOR: 'Guides users to improve their movements. Very important. Moved to other file in patent application.

* 5E100 EVERYTHING MOTION STICK: this is KN, eg: + Stick: 5E020.
-Stylus "Composer": Music is generated according to how stick is moved on a pad or in the air. Uses 5E110.
Use stylus (stick, pen, finger) = touch sensitive interactive display ("S") = "air pad" = osc/memory/synth
-display can configure keys (any `image' to represent sound source created upon touching it with stylus.
-can easily change these images/correlated sound sources/type of "synth" mode, according to "pp"/"mp"/"pi"
-the stylus is optional
-display size can be one 1cm2 to 100 M2
-related to Yamaha's Miburi
-utilized in the expanded N: 5E020 Remote Control Stick

* 5E110 EVERYTHING TOUCH STICK: Similar to 1G010
Stick touches table or any other surface and makes corresponding sound. Manner in which stick (donut/ball/cube/doll) touches/interacts with another object by touching/"interactive" /sensitive "sensor" pad - tr (transmitter) determines the function/sound. Stick can touch table, hand(s), even water (way in which it rubs/swishes around determines sound)
-wire or wireless to stereo/osc/synth
-replaces need for bulky drum pad limiting where player can play
-motion "sensor": according to how it is moved, the sensor(s) rc signals (even if nothing is touched and there is no vibration). .--one such method is usage of levelers used by carpenters: movement is determined by changes in degrees from a stationary position (horizontal).
-D: "sensor" (on end of stick)/uk (1-50 buttons) = computer ("C") = tr (transmitter) = osc/stereo/synth. Stick = R+.
-copied to better N (invention) file 1.95.

-see 5E100 which is KN, this is another KN (invention) in dir: E, or G, or C*, or file: r-list.
-utilized in the expanded N: 5E020 Remote Control Stick

ANGLE SENSOR ON GOLF CLUB "analyzes" correct angles club was/wasn't in from the time the swing starts up to the conclusion of swing. 1] activate sensor via: k (at beginning of golf day / swing); k -> "sensor" begins when beeps (osc) / nr; "sensor" begins (thereafter) when club held at certain angle (for certain time), eg: above person's shoulders. 2] sys "tracks" how changes in club's angle (coupled with time at each angle point) changes -> analyzer: graph for how angles changed over time. 3] u (user or 'licensee) gets "score" for how well they swung club. Scoring takes into account: type club; user's height; % body build/type.
-"sensor" built into rod / attachable to rod (at designated point(s)).
-Other applications: baseball bat %; studying how anything changes angles (for scientific / research uses, eg: engineering, animal monitoring, "senses" if mechanical element has gone wrong or if something (rod/wire) got bent/moved/altered beyond desired parameter); measures if anything has changed its angle (whether desired or not) = and how much the angle changed, and what the current and past angles were (over any time period ("track")). Checks if train compartments angle too much while in motion.
%-angle of (door) hinges "analyzed"
-know if animal is sleeping (horizontal) or awake.

DIAGRAM: 1sensor = 2computer = 3transmitter = 4receiver =5function/6other
Notes on Diagram: 1: senses for/via: a] the angle at which item is held; b] "distancer"/"GPS". 2: memory. 3: transmits via radio, light, etc frequencies (part #1 can be skipped whereby the (laser) light or other transmission helps identify the stick's location/position/mode. 4: receives light, radio, audio...signals. 5: stereo/mic/record=playback(stereo)/key board/"synthesizer" system. 6: computer/"mfh"/connected to 5/"pi".

MISCELLANEOUS: -5E020A: Anything triggers anything: Any action triggers applicable "sensor" which in tern triggers desired response. In this case, any action is a remote control action (r). Actions include: speaking, eg: clapping (clapper, "voice"); crossing laser light diodes; closing/opening doors; sitting in tern triggering pressure "sensor".
-5E020B: Toy car lights when wheels turn.
whenever toy car's wheels turn the lights of car automatically go on.
-OTD D: This N (invention) (stick) / C [line drawn to each below N#] = 2E251 Intelligent Monitor: any action 5E020A can trigger monitor; 7G052 Flexed Level Notifier.
*-OTD D: Any action: talking, walking, moving (part of body), "voice" / *This N (invention) sys (electronic system) / *C =
ACCESS (); ANALYZER (); CART (); EDUC (); M (); MIC (); MULTI-USER (); NOTIFIER (); OSC (); PR (); PS (); Q (); S (); SCORE (); SENSOR (); SOUND ANALYZER (); STATUS (); SYNTH (); TDS (); T (); UIP (); VISUAL ANALYZER (); WA ().

PATENT SEARCH Strategy & some related US patent numbers:

5E020 Remote Control Stick with Switch: ()

-Str APS 69' to 6.92':

1] (cordless* or wireless* or tilt* or (location* near5 air) or (position* near5 air)) and (stick* or oblong or pen).

2] (golf* near3 club*) and tilt*

-key words: (joy adj3 stick) or (remote adj2 control*)); angle - brings many n; move*

-US Pat No: 4931965*; Ultrasonic computer data input pen: pen's position is determined vis a vis the tablet 5308936; + 5227622 Wireless input system for computer using pen position detection: has two angle detection, 1993, assignee code: 693483; + 5166668 Wireless pen-type input device for use with a computer: angle detection; 5296838 Wireless input sys for computer; *5222414; *4939318 Pen tilt; Digitizer for determining pen tilt 5198623 +?.

N Expansion:

-Golf Club Swing Trainer - "Analyzes" tilts of swing action . Improvement upon mechanical golf tutor: US Pat No 4949974 1989; 4815743 1989; 4852881 1989; 5348304*.

--D: u (user or 'licensee) swings club = sys "tracks" swing of club = "analyzes"*/"scores" = osc/s

MISCELLANEOUS:

. This R ('remote control via 'accessible 'interaction) (This N (invention) Sys) Controls:

-opens doors just to the degree needed (by incapacitated people).

-adjusts light to desired degree

. + "Interactive" "Game': each R ('remote control via 'accessible 'interaction) can be a piece in el (electronic) games, "VR" games, video games.

+ 5E120 Display shows how remote control device or joystick is controlling device.

Example: how air stick is being moved and in which mode, and in tern functions it's controlling. Uses 5E020.

-Martin: "seems like standard SW ('computer's 'software ['analyzes]) ('computer's 'software) function".

. 5E090 Wireless terminals connect to central system = S ('interactive 'screen with 'adapted menu) / brain / tracker / pr / score / status / UIP / wa.

. Exists: Diverse non-"tilt" keypad type remote control devices; wireless computer mouse; remote control devices from Sega and Nintendo of Japan.

TYPE GAME PIECES~PLAYERS:

-(general) controls

-each player has (differing R ('remote control via 'accessible 'interaction) functions). Differing functions represent the type player they are, eg: the game of chess, each player is a different character operating under differing parameters, eg: a knight or queen.

-each R ('remote control via 'accessible 'interaction) has differing functions according to type mode (time, stage of game, whether player is winning or losing or other, (physical) position of player vis a vis other players / (more) stationary objects/players/elements/(territorial) zones.

-effecting other players: each R ('remote control via 'accessible 'interaction) can effect/control other players (their r) via: rf, infrared, tr (transmitter) = main C ('computer and 'software) = R ('remote control via 'accessible 'interaction) (of other players).

-each R ('remote control via 'accessible 'interaction) effected (limited/enhanced by) by zone (GPS-Zone) they are in / were in.

-terms: player(s) and remote control stick are interchangeable, especially in this N's "game" functions.

-each piece is "tracked": to create "score", "status", "UIP"%.

-r can combine w (with) u's location (ps). Location determined / processed via:

--u stands on sensitive mat (w motion "sensors"). Each (foot) location permits / effects different features usable on r.

--ps-zone (wo mats)

--a mat can be used alone

-r shapes/functions: auto steering wheel (wo connecting post to auto); magic wand; auto steering hand; triangle/square/rectangle/pentagon/polygon: dip any one corner or side = activates signal(s). "Tilt".

-u wearing certain goggles / "VR" helmets: u (user or 'licensee) has differing R ('remote control via 'accessible 'interaction) functions.

-type effects causable from each signal created by R ('remote control via 'accessible 'interaction) (position of r): speed; stop; turn; up; down; angled movement; attack; defend; call up (t); receive call (t); "analyze" UIP of (other player, game's other elements (rules, forecasting of events)).

-"Game"

-"R"

-OTD D: U = This N sys (electronic system) (r) ~ C ('computer and 'software) = Functions of "R": ACCESS (new features activatable upon gaining access); ARTIST (); *C (); *CAMERA (); CART (); COMPOSITION (conductor's stick); K (); %M (); *MIC (); *MOUSE (); OSC (); PR (); PS (); T (R ('remote control via 'accessible 'interaction) = hand set = t); TR (); +VR (); +WA ().

-spin r (like bottle on ground) to get differing signals based on how spun: speed, w5 stopped spinning (what ends up pointing at).

-juggle r

-waterproof: water "game" (in pool)

-in shape of ball (cushioned exterior), see *KN

MOTION LETTERS IN AIR: 1] = sensor = analyzer = interprets = s/printer. 2] helps disabled. 3] letters/words show up on wall. 4] Feeds texts into c/sw/tr=c/m

-u k to have certain letters/words/codes used so they are interpreted to control any el (electronic) N. D: u has wish = clicks switch for: converting writing into an R ('remote control via 'accessible 'interaction) control command = motions letters/shapes/words (in the air) = sensor = analyzer = tr (transmitter) = desired function (on kn).

REMOTE CONTROLLED KEYS / functions / modes in effect are displayed on s. Remote control via (kn): 5E100 & 5E110 - remote control sticks; sensor systems via which eye movement generates signals (key stroke compatible); Yamaha Miburi; Laser harp; laser telephone; speech (voice command sys); joy stick; VR control functions.

-OTD D: This N (invention) Sys =
CART (sw alters way in which S ('interactive 'screen with 'adapted menu) displays images/sounds); S ('interactive 'screen with 'adapted menu linking to 'associated features) (); MULTI-USER (alters way in which s displays images/sounds); NOTIFIER (shows up on s)**; OSC ()**; PR (how sys alters way in which s displays images/sounds); Q (); STATUS (shows/analyzes* how sys alters way in which s displays images/sounds); WA (w r).

OTHER COMPANIES HAVE "R" PARTS. This N (invention) is an improvement on their N, eg: their "R" are wo (without) "tilt" "sensors" or joysticks. Eg:
-Sega. Tel 800 872-7342 #3
--Remote Arcade Pad/Sys: Models 1628, model 1629. Uses infrared, yet standard control pad. Has A B C buttons for throwing, etc. Directional buttons - arrows.
--A B C button functions, allows u additional functions (w/in "game): throw something; punch; kick; pick up things; catch something; gain or lose altitude, longitude, or other position(s); `heads up display' function; choose to swim versus other travel mode (to desired direction); fly; flap wings or water flippers; swing (hockey stick, hands, bat, swing to hit); dribble (basketball); eat something (while being a dinosaur); racing game: buttons represent pedals for gas (gain / lose speed) or breaks; if there are other characters one button would heal or perform magic spell; simulator games - Sim City, eg: putting in residential sections of city, determining type architecture; making business decisions: go to town decision, or milk a cow, etc; "game" with role playing; decide where/when/how to go; decide whether to listen or trust a person; choose to go into stores to buy and select equipment, and how much to buy like supplies and or upgrade tools.
--each "tilt" position functions like any one of the three a / b / c buttons on Sega's Remote Arcade System; or Nintendo's a/b/x/y buttons. Since there are many tilt positions possible, the differing functions currently allocated to each type button for particular "games" can be divided down, eg: "tilt" positions #1 thru #10 will divide all the functions for one of their existing buttons with ten potential functions.
--the "game" functions mentioned in this sub-section aren't limited to "game".
-Nintendo 800 255-3700: NES001 product which was discontinued.

-Acclaim Co: their remote control product called: `dual turbo wireless remote system': has arrows; buttons - runs, jumps, hit people. Acclaim's Tel 516-656-5000 9a-7p EST. Compatible with Nintendo and maybe other manufacturers.

HOW "R" CONTROLS DESIGNATED FUNCTIONS:

-by: where/how stick is held/w5

-manner in which this R ('remote control via 'accessible 'interaction) is bent -> triggers associated control signals. Stick in form of (thick) wire/stick/antenna like device sticking out of= base (c=tr/rc*)

.Puppet Version: how controlling puppet is controlled -> desired function in controlled elements (parts).

--electronic puppet control; stick could be in form of puppet (move hand in remote control, in tern control toy).

.--D: each controlling puppet's (movable) appendages / parts = half of "distancer" = puppet to be controlled - its alterable parts = "distancer". D2: distancer = C ('computer and 'software) = k/causes desired function (osc, moves (via mechanical mode)).

.--puppet can be replaced with any 3-D object (w multiple (movable) parts).

%+ Hand's position is judged by system = intern this position creates differing signals compared to other hand/stick position. A matrix of (light/laser/other) sensor's judges presence / size / position / shape of object/hand = within matrix's field. This is a KN.

-Signal generator: position of hand (object (held by hand)) in relation to the "sensor" determines the signal. This signal can then be interpreted in any desired manner.

.-this N (invention) copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.

.--can have 100+ positions recognizable.

-more than one hand / object can be used. Different objects can reflect signals (light) from tr (transmitter) differently to receiver, hence creating different resulting signals.

--some signals might only be created using two or more hands/objects/el sticks.

-Adjust/alter/control the type/level (of desired output) according to hand's position in relation to the "sensor".

-to determine at which point the hand/object reaching "sensor", should trigger "sensor", options include: "sensor" responses to the closet point hand/object comes; another simultaneous signal (foot pedal) determines at which point and how the (moving) hand/object should be triggering signal.

-activate/deactivate this sys' remote functions via: switch (k) / remote control function, eg: shake three times at 45 degree by 45 degree (clock's hour hand at 2:30pm) angles, 30 cm away.

-osc/nr lets u (user or prospective 'licensee) know (which command) sys recognized input of (and will in tern carry out) (upon any needed additional commands from user/steps/processes)

-stick / other object may be wired / wireless

-D: hand/object = "sensor" = c (analyzer) = output (light)

.-trade marks: Wish Control.

.-included in IMI& (R)

-copied to better N (invention) file 1.95

-OTD D1: u (user or prospective 'licensee) = This N (invention) sys (electronic system) (stick) ~ C ('computer and 'software) =

ACCESS **:(); ARTIST *:(moves drawing function (computer's cursor; brush)); CART *:(); COMPOSITION *:(); ENTERTAIN:(); MFH **:(); MORNING **:(deactivate alarm); MULTI-USER**:(); OSC:(); PR:(); PRINTER **:(); Q *:(); R:(this product is also a type of Remote Control unit attachable to products); S:(); SCORE **:(tds); TEL**:(tr); TR: system can be wireless/have wire to c; UIP *:().

-similar to 5E110 and 5E120.

Applications:

-control sw: turning pages; functions of computer ("C") mouse; selecting SW ('computer's 'software ['analyzes]) ('computer's 'software) menus; moving cursor.

-erase function: certain positions(s) erase what was previously written or done (deletes previous function/request). Eg: like the eraser of a pencil, back of stick can have this/other function.

-sound generation (osc)

-any n/kn "remote" commands.

-puppet's appendages

-Stick controls music (composing) eg: Yamaha's Miburi.

-(Toy) airplanes, boats, dolls, robots. Flying, walking. Like near life toys.

+ video games application: player represents his / opponent's / other player's position(s)/functions% via stick (s).

-the control of any (el) device as might be generated via (rather simple) electronic signals/controls, such as via switches/keyboards/etc. Eg:

-output - levels (color/brightness/direction) of (spot) light (the brightness of light changes while hand moves its distance), sound (decibels), etc.

+ any function used / associated with a joystick.

-music playing (play drums / %key(board)s in air without touching anything). (KN?)

-water temperature (from faucet) - move device / hand=hand position "sensor" to right for cooler water

-volume control (of T, audio/visual unit, "stereo").

-turning anything on/off

-altering the angle of (crt) display ("S") (vis a vis u/viewer/ changing position of u).

+-adjusting sound (balance; "balancer"; treble; bass...)

-changing tv/cable stations; acts as "remote" control.

-magnification alterer: 1] portion of "S" to the degree wanted by U; 2] spotlights; decibel level / "synth" - up or down or other.

-Pointer: stick acts like compass, its position is intern transmitted/reflected onto: board / clock (reset time, alarm time).
-opening/closing/raising of: windows, curtains, doors, hoists, other hinges.

+ A2-170 Tilt's movement analyzed / "tracked".
-Handwriting "analyzer": SW ('computer's 'software ['analyzes]) ('computer's 'software) studies what p writes onto special display ("S") or paper (then read via optical reader). Available in 28 languages. Machine seeks the characters and its deviations that it can identify, plus other general tendencies whether characters are or aren't identifiable. Pen writing preferred (best are fountain pens) for paper version. Manufacturer programs machine to seek classical styles commonly accepted for their implications.
-u asked to write something w/ "tilt"=pen which is= "analyzed"
-how r=tilt waved/moved is analyzed (ba) / "tracked" (golf club swing trainer).

+ Multiple "Distancers":
attached/placed at designated distances from each other. Sys "analyzes" how their positions change in respect to each other (KN?):
-"Analyze" type movements of people, animals, machines, etc.
-sports / physical rehabilitation: movements = distancer = "analyze" movements = "score" = nr (notifies when 'designated) / EDUC (sys suggests what movements are poorly done / can be improved / what movements are indicative of illness (ba)).
--body movements: swimming, walking, climbing, jogging, working (construction, lifting, other risk jobs), gymnastics, dancing (%Yamaha's Miburi utilizing KN).
--where Distancers placed: arms (near +wrists / + elbows / + shoulders (especially useful for point of reference for more mobile body parts marked w (with) "+") / chest (especially useful for point of reference) / hips (especially useful for point of reference) / + knees / + ankles / foot (toe) / hand (finger) / neck.
---eg: judge's neck's angle w (with) w5 of arms and legs movements in relation to all other body parts and relation to stationary part of distancer (latter gauges speed, stable point of reference).
--terms that can be replaced w (with) each other: distancer / tilt-"sensor" (not necessarily r).
-graphs of the curves representing movements "analyzed" (via: %"Visual analyzer", ba, UIP-db, *access-ba).

6B-920 Multi-dimensional Computer Mouse "Tilt": Remote Control Mouse: Wireless "C" mouse.
-Also functions as "R" control device for household appliances.
-like "C" mouse except, 1. no wires necessary, 2. can work in the air.
-functions as standard "R" control too, for eg: tv; entertainment systems; electronic games.
-OTD: All; "C"; pp; m; uk; mouse; portable; "M"; bp; alerter; cart; cp.

+ Multiple Distancers = "tilt": functions as C ('computer and 'software) mouse. Allows u (user or prospective 'licensee) to draw / manipulate multi-dimensional images.

-2-D Two Dimensional Usage: point tilt in desired direction / move along flat surface (desk top) = moves cursor like mouse.

-3-D Three-dimensional usage & 4+-D: work on 3-D objects shown on S; go backwards or frontward by: 1] tilt's position vis a vis stationary part of "distancer" and other Distancers on other parts of the tilt=mouse (r stick) / 2] tilt's angles.

-differing keys on mouse/k can have similar effects as using a tilt.

Terms: each term or concept within its group is normally replaceable by other terms w/in the group.

-Dimension: Position; key; %setting; %location; %ps-zone; %"distancer"; % dimension: 2-D, 3-D, 4-D, 5+-D.

-Application: function "R" controls; connection between the R's dimension w (with) correlated signal = effect on sys from signal = el (electronic) function desired; any el (sw related) function that can be dictated by remote control (joy stick) / keypad (k) currently on the market; usage.

-"R": Remote control (device); Joy stick; stick; R; r; (el) stylus; other shapes.

-Key(s): switch(es); this term is a subset of dimension or position; key stroke(s)

Programming what positions mean. u (user or prospective 'licensee) / Mf designates what positions represent particular key strokes via one or more of following (replaceable functions):

-SW: u = create ~ view = image(s) of R ('remote control via 'accessible 'interaction) (in space) = u designates (via mouse ((Windows) click and drag) / k (pull down menus (DOS))) what functions/keys represent= which position of R. Next U puts their requests into sys' c memory. Next U can utilize r as they programmed (pr).

%-Complicated Audio (osc) mode: U gets feedback via osc as u progresses in (re)programming their r. The feedback replaces functions/images shown (and selectable via s). This function more complicated to use, hence best for simple alterations of c's usage. Eg: when one of the knob switches is in "on" position = u moves r into desired position = then clicks second knob switch - designating that is desired position = then clicks other keys to tie in such signals to such position in the air as was done by U.

-other modes: insert "cart" which has designated functions (already) tied to each c's position.

-each SW ('computer's 'software ['analyzes]) ('computer's 'software ['analyzes]) file can store differing control type functions: 1] that file when in use = automatically = allocates certain key strokes / functions by type of c's position; when differing SW ('computer's 'software ['analyzes]) ('computer's 'software ['analyzes]) file is reigning, same position will be interpreted in any other manner. 2] U can select from choices of desired functions = then tie them into each position.

"Artist" - see this part.

-move following to artist!

Paint Brush = Stick: motions of stick are translated into images on c.

-functions as pen or brush.

-stick can be given a certain two dimensional area (window type area (w or wo (without) visible lines) in which to write. "Sensors" in this 2-D area rely on laser related modes which trigger signals when they are tripped by R ('remote control via 'accessible 'interaction) / opaque object. KN (invention) describes this in detail.

-How differing effects are created:

1] distance of R ('remote control via 'accessible 'interaction) from sensor/ the 2-D field mentioned in this section / other r.

2] Level of ink applied (width / color) controlled by (keys / position*).

3] Time differences from start to finish of operation, eg: lines get thicker/thinner in time.

4] UIP

5] which "r" used; angle of r.

6] OTD D: u (user or prospective 'licensee) = This N (invention) sys (electronic system) () ~ C = ACCESS (); CART (); EDIT (); MULTI-USER (); TILT (); U (how they move r).

7] pressure applied to: table / pad's "sensor", eg: more pressure, the wider or darker the ink.

A1-030 Pens (R) which talk: for entertainment and or makes people creative by giving out single or multiple words which, a person can draw by giving part or all the picture. If the person holds the pen but doesn't write, the pen will prompt the writer with a good sound, vibration, light and or smell, word(s) which helps the person by making them feel better, worse or more creative.

-"Entertainment" / Program (sw) Screener: 9G-220: sys screens/selects (such/designated unwanted/wanted occurrences/modes%/programs%)

A1-120-121003 Baby carriage with mother's voice when mom is there or not there. Use cassette tape or microchip. Can give baby desired effects as I've written about any of the other products. Mom's voice can be converted in terms of its frequencies for achieving desired effect. Or use father's, sibling's or other's voice. Mix with A1-10, 11, 8 (pocket satellite locates lost child, tells them to come home, etc.)

8.95

-"Tilt": Kid uses device to control desired objects / functions.

when in designated position, mother is nr. Naturally best r is for slightly older children who will need training time to use sys properly.

A1-141-000003 Ball reader: Manner in which ball rolls around is the 'position' / signal for "tilt", in other words, each point's "sensor" on the ball / ball's pad/bowl triggers corresponding signals.

-Functions: anything, eg: adjusting volume, "balance", or even % creating music according to which signals are being generated w5.

-Buy the ball and let it bounce around the cup creating music. Choose cubes, pyramids, rectangular prisms, donut shapes, etc. Reader can also read elements inside (internal elements are of non-uniform substance). Use

also for testing. m Instead of creating sounds, create frequencies, heats, vibrations, verbal commands. Held by hand and or attached to any device or a tabletop version.
Opti Music, Optical Music, Vision Sounds, See Sounds, See Music, Music Roundabout, Music Man
-option: make art onto any computer/electronic screen. Then machine will read it and make corresponding sounds/music.
+-"Tilt": controls sys' functions

A1-240-121004 Interactive Windows & Curtains: User programs opening and closing times. Examples: automatically closes during rain, opens when sun rises or when morning clock alarms.
-When it rains, or wind blows too hard, the windows automatically close. People can now safely leave windows open for fresh air without fear of rain damage.
-reacts to changes in outside temperature too
-opens to daylight and close to outside darkness, either by light sensors or time piece already programmed for day light saving time transfers and possibly latitudes - helps prevent closing prematurely or not at all on cloudy times. Good for body health, waking up naturally, theft prevention. Can be a prompt for time of day (alarm), break-time (coffee), is in tune with music beat, gives right level of shade for plants. Mix with therapy machine. Change blinds by button or "R" control (so you can stay in bed, at desk, tv, chair). This "R" is standard feature on tv "R", and or tel; or is a light switch type contraption doing multiple or all windows in dwelling.
-OTD: also activatable are the opening/closing of blinds, windows, doors, heating air conditioning systems.
-"Tilt": controls sys' functions, eg: positions of the windows.

A1-370-121003 Drum Echo: beat on desk and device will replicate pattern music. You or machine might choose option of additional background sound compatible to rhythm given. Good for lonely people, and those who like feel of control. Shuts off after brief time (can be set by user). Drum Partner. Mix: therapy machine. Mood, BP, HH, TT, S, Me
-"Tilt": manner in which R ('remote control via 'accessible 'interaction) is moved generates corresponding music.

A1-410-121006 Finder: Use your regular flashlight to find the desired items. "Tilt" = flashlight. Or use special flashlight (emitting non-standard light frequencies). Find items in dark other might not find.
-at night or day, it only lights the item its programmed to see because of item's external chemistry. Operates on something distantly related to the camera's infrared film system. BP, E, S, HH
-OTD: paint can be applied to items; user can even paint particular number, codes to designate item
-"Tilt": than position of tilt determines type of light (by color, intensity, and width of light (laser or flood lighting).
--position determines what "tilt" is designed to find, eg: position #2 finds object #2, and position #30 finds objects of type #30.

A2-04A SEAT Position Controller: way u (user or prospective 'licensee) moves in seat / moves "tilt" creates desired function / *music. Each part of seat has different function / *music making possibilities. Eg: each area within arm rests, legs, upper middle lower chair, sides, below and behind (up to how far normal arms stretch) have buttons or recessed touch response feelers. * Sounds heard via earphones a o speakers, storing onto disk.
-KN utilized by Yamaha's Miburi.
. Alter shape and or angles of seat via "Tilt".

A2-04B// ENVIRONMENT COMPOSER: mix with Seat Position Controller A2-04A. Has 2 - 12 foot response pads; put lasers (function interchangeable with fq signaler alternative) on head, wrist, chest, belt, shoulders, knees, ankles, etc & let them trigger sound when hitting receptors in room. Co-compose with friend/partner. Perform at home or on stage (pr receptors to activate lights, or lights can be pr to respond automatically). Each laser/light/fq signal & response system could choose between multiple receptors, eg: each laser has its own 1-5 receptors, each making own sound. Each laser's receptors grouped by type sound category. O each laser/signaler can strike any object and C ('computer and 'software) makes particular sound based on unique fq reflected (based on material). For fun/game, (w o wo (without) blind fold) guess content of distant material based on sound.
.-Tilt Stick 5E020: Controls this N's functions: tilt controls which lights/fq are directed toward which "sensors". Eg: switch in position #10 controls light emitter #10, and angle of tilt controls which "sensors" emitter meets.
--emiter1 can also be a rc2, and "sensor"3 could be tr4. Eg: u (user or prospective 'licensee) moves 2's angle to pickup= tr4= from sensor3, intern 2 is effected in some manner, eg: 2 receives data.
-KN utilized by Yamaha's Miburi

% A2-04C SELF COMPOSER: attach microphone (w recorder attached physically or remotely) to any moving or vibrating object: animal's tail, neck, foot; shoe; clock; door of busy place; body or bed while having sex, snoring; etc. Depending on fq received different conversions of sound are made into something interesting to hear. Or insert recorded bits into any of my composing systems and play around with it by: changing it; using as background/foreground sound; etc. Also acts as counter for number of movements (eg: times bird wing flaps o door of refrigerator opened by person on diet)
TD: SW ('computer's 'software ['analyzes]) ('computer's 'software ['analyzes]) C ('computer and 'software) e hh tt(base recorder) bp ep vp cons kids adult fun trick ll pp mp exc
.-Tilt Stick 5E020: Controls this N's functions.
-likewise, each "tilt's" positions generates differing sounds (osc) / synth sounds generated by other sources (animal) accordingly. Eg: tilt at position #8 synthesizes tail wag into style #20-8, tilt at position #10 synthesizes tail wag into style #20-10.

MISCELLANEOUS:

. Control "entertainment" functions: change channels of tv/cable/VR%

. % U = This ("Artist") N (invention) sys (electronic system) () ~ C ('computer and 'software) = ACCESS (limits functions, each movement of R ('remote control via 'accessible 'interaction) / r stick 5E020 is interpreted ("analyzed") according to password).

. Access: u required to use r in certain manner (created designated positions (keystrokes). Reasons: acts as password / anti-drunk driving sobriety test / measures u's coordination abilities for: work, acting / u (user or prospective 'licensee) practices w (with) sys to gain better coordination.

. Applications: twist open: bottle tops; door handle knobs;

-% controls how juicer squeezes out juice from fruits (oranges) / other foods; blender.

. + A2-23C Each of doll=tilt's movements = function. Doll's functions: talks, cries, wets pants, walks (when arm moved in desired manner).

-"VOO DOO": el device w (with) mouse/uk another person. Visualize on dd/crt/po. w (with) mouse/uk alter/attack/destroy victim. Victim can change color, sound in pain: scream, cry, beg for mercy, talk back...; try to run away, bleed, loose body parts, become another creature.

. A2-24A LASER RING: sh. jewelry, finger of glove sending out lasers.

-jewelry = tilt

. 1B-110-032002 Magic Buttons Morning Alarm: Turn off alarm by touching correct combination of buttons within 3 seconds. Display ("S") shows new needed combinations each morning. Helps awaken the sleepy head.

-"Tilt"

. + All these inventions are very related:

-5E020 Magic Wand:

-1J010 Body Movement NR:

-3E061 Body Motion Instructor:

-3E150 "PS-Zone":

. 1G010 Everything Stick: Remote control stick. When activated, signals are created by each position stick takes in the air. Details of this KN (invention) found in dir REG20.

. Telephony: Dial tel (t) numbers (each position represents different digit/function, eg: picking up receiver/hanging up call).

A2-470 ELECTRONIC PLAYGROUND GAME: pp layout of home, school, backyard, forest, etc. Preprogrammed disk insertable games are adapted to this (eg: creatures chasing each other), making more life like. O m gives new o altered games to play in real life away from m, writes out rules, objectives onto paper, crt. Mix w (with) therapy machine (games designed to alter u's aggression, calculating, thought style, feelings, and lethargy.... Send games to friends after pp their layout. Interactions w (with) m (words/beep type o representational sounds) including: signaling start stop game/action/scene; giving warnings; being a character

(good or bad guy or alternates within or from game to game, or part of environmental construct itself; giving instructions; answering questions (for progression of game, clearing up rules)
TD: SW ('computer's 'software ['analyzes]) ('computer's 'software ['analyzes]) C ('computer and 'software) e hh tt bp ep med w1 cons bus kids fun mood ll pp mp exc d. TM: Scene/Lay Out/Real Life - Strategy(ies)/Game(s)
-r="tilt"

+ 6B-210 PARKING SPACE GUIDE: Automatically parks car. System judges for distance and instructs car to move wheels correctly.
-measures the space available for parallel or parking lot parking. Dimensions show up on screen.
-guides driver as to how far and how they should drive and turn wheel; or better parks for you! System measures distances, so knows how not to touch anything else.
-some street curbs might be difficult for system to gauge, therefore: 1. system goes in as far near curb as other cars (in front and behind) are parked; 2. driver can input if these other cars
-it is likely this product may already exist (focus especially on recent inventions from Jan 1990, speak with auto experts if this product exists yet isn't patentable)
83?
-applies to the parking of: boats, ships ; trucks; buses
OTD:
"R"; "S"; pp; mp.
-(Wireless) "Tilt" controls movement of (toy): car / robot / aircraft / boat / *train / doll. It may be easier to park / move things when u is outside of it (car), and using "tilt".

6B-630 VIRTUAL REALITY VOYAGER: Child experiences his movements in new ways. Body movements are converted into creative audiovisual effects. Example: each leg's movement sounds like steps made in the forest, while the scenery on the screen changes according to how he walks. PS-Zone="Tilt".
-Walk Thing: amplify and alter the sounds created by your walking around.
+-sound like you are walking: on a beach; through forest; on pile of tin cans (for humor); through water; etc.
-you can walk around the room, yet it sounds like you might be walking on: sand, snow, autumn leaves, sloshing in shallow water by seashore or lake...
-each leg movement triggers the sound making mechanism
-the speakers can be for the air, or via portable stereo headphones
-makes walking to work, etc more interesting
-user can create different sound effects of many of the choices listed herein
-uses the existing pedometer technology as part of the system (pedometer counts the number of steps a person makes when walking), plus additional technology
-this is an early type of "virtual reality" product

-other titles for product: Virtual Reality Walk, Heaven Walk, Walking Sounds, Walk Maker, Jogger Companion
-additional uses: for jogging (makes it more interesting)
-uses the electronic kaleidoscope (explained in another of our product no's)
.-movements for any other part of body can make corresponding "synth" sounds, eg from movements of: arms (hands, fingers, forearm, biceps, head, upper and or lower legs, etc.)
-OTD:
-different cartridges allow different sound making options; all; "C"; pp (type of sound effect desired); mp; uk; interactive; toy; game; entertainment; "mic" (determines type sound made by user, then synthesizes sound accordingly); exercise; portable; sst; waste strap; bp; osc; vc; score; acts as pedometer too; cart; rpc; cp.

6B-710 INTERACTIVE LID: Lid warns when food or chemical contents expired, are dangerous to open, and or if lid needs to be better fastened. Move lid via "Tilt", eg: open, loosen - beneficial if contains hazardous material.
+-communications, warnings and or alerts can be via: verbal announcement, alarm sound, flashing red light, "S" message
.-Chemical Contact Analyzer 7G050: "Analyzes" ~ "Scores" ~ "Status" type contact made by material (of this N) w (with) chemical reagents. nr (notifies when 'designated) shows what chemicals present W5. This N (invention) copied to 7G050 Aug 95.

6B-740 LASER GUN GAME: Gun="tilt". Hit flying objects with laser gun. Control gun via "tilt". Gun itself is the "tilt"=gun/toy weapon. Keeps score.
-can see where gun will hit before pulling trigger, via red laser dot touching desired object. u = moves gun = tilt = tilt's "sensor" = "analyzer" determines where to shoot/point/target = emits element (light)

6B-970 LASER GLOVE: Each finger emits laser light. Each laser's signals trigger music when touching "sensor". Each separate portable "sensor" creates own sounds, eg: drums, other pre-recorded sound tracks. Glove also used for activating functions of other products used at a distance.
-glove (finger(s)) = tilt.
-Each "sensor" creates different sound effects found on electronic musical keyboards.
-Laser from finger(s) when striking object(s) (receivers) creates designated sounds. User can synthesize and or alter type of sound created when laser hits receiver. The device via which to get different sounds from the same finger and same receiver can be: separate device; device on outer upper part of glove; another receiver from which it receives code from laser finger in which the code might be on/off lights in certain combinations, eg: three flashes of light is to create bells
-laser device can be an extension from finger(s)
-each finger's laser can have different effect on same receiver
-certain receiver modes can generate entire musical pieces (eg: for back up)

-marketing: say, "create an entire musical group all in the privacy of your room ([maybe] without touching a button)"

-product abilities simplified: glove type device sends lasers from each finger. Each finger creates a different sound when it reaches the receiver. In more advanced models, each finger can create more than one sound by transmitting in more than one-way.

-instead of being a glove, device could be a box. When light goes out, it transmits to most/all of the room, so the receiver is easily able to receive signals.

-also utilizes design number 6B-971-500000001

-to activate the laser in fingers of glove version: finger touches the thumb, other hard surface, or back of hand or widely opened palm.

-applications: is a "R" control device (see "remote") to activate and or control music, music composition, "C" communication, open things, eg doors

-OTD: "S"; "C"; pp; mp; uk; tds; interactive%; toy; basic; game%; entertain; "mic" (for synthesizer); synth; portable; printer%; ch; au; "M"; bp; osc; "balancer"; vc; score%; md; cart; tel dialer; sp tel; tr; mo; cp; cc; character; distancer (the transmissions of laser from person are interpreted differently according to its distance from other half of distancer; motion sounder; locator; "remote"; notifier; tilt; composition; air pad (user points lights to air pad's sensor).

6B-750 DISTANT TOUCHLESS SWITCH: People at a short or far distance from device, control unit by blocking one or more laser beams. Additional keys generated via differing tilt positions - these positions geometrically increase the number of potential signals by combining w (with) 6B-750's type key like signals.

-send out lasers at great (or very short distance) public and members of group can trip the light creating sound and or music.

-each string (laser beam) has different sound

-some buttons or strings can also trigger background sounds, eg: background orchestra

-models can work in the light and or dark

-models for one or more players: the distance between transmitter and receiver might be adjustable

-each string might be of different color: if visibility of light is a problem for some users, then a line might be painted onto the background showing laser beam's location.

-can be designed as a special instrument with choices of 100's of sounds, or designed to represent a: harp, go to (Japanese harp like instrument which is played by plucking each string), etc.

-lasers can be programmed by user to: make a single sound at time beam is broken by finger, etc regardless of how long the light was interrupted; or, sound continues during entire duration of light interruption

-OTD: Additional players can play by utilizing their "R" controlled instruments transmitted into device's receiver which might be placed away from the main unit blocked by player. Codes: "S"; "C"; pp (desired sound outputs, etc); mp; uk; interactive; toy; all; entertainment; "mic"; synth; portable; IQ; "M"; bp; alerter; osc; vc; score; cart (type sound making options); rpc; UQ.

6B-780 MOBILE LIGHT: Motion "sensor" directs light to follow person as they move.
-motion "sensor" may use tripping of laser system
-actors wear transmitters identifying their locality or are identified by other means; reduces need for a camera man and complicated controls that need to be learned and can be broken
-though may not be for the most sophisticated ballet at Moscow's Bolshoi, will do for high school plays, etc
-system is very basic and economical: lights come in one of several half open boxes (making easy installations), each box might have one or more lights per actor, depending on how many actors are used
OTD: Activate movement of lights by light person utilizing "R" controls (saves from needing wires); "C"; pp; mp; control lights via mouse or joy stick; entertainment; toy; all (except: #6); game; exercise; portable; IQ; "M"; bp; alerter (upon installation, before starting system [for play, etc]), osc; vc; score; teaches acting; md; cart (software and or hardware for effect generation); cp; access.
-"tilt" = light (direction/intensity/color) control = light bulb(s) = emitted light

6B-860 UNIVERSAL GARAGE DOOR OPENER:
Honk requisite number of times to open: garage door - good for public loading docks in winter where different drivers don't have special transmitter to open garages
.-honks also to: [change traffic light in non heavily traveled areas]
-sign outside says in large clear letters how to get garage door opened. Saves on the very high cost of labor in the west too. Applicable for non high security aspects. A guard might be inside though (while this saves them the trouble of opening the door)
.-"Tilt": controls sys' functions
-copied to 5E020 in 8.95.

6B-990 PET PLAYMATE: plays with dog, cat, bird, fish, babies, kids, etc. via: getting animal to tug at something invention is holding and tugging at while animal is trying to pull it away; making sounds of interest to type animal being played with.
-emits smells, eg: the catnip herb (which excites cats); chemicals which resemble the smell of the animals, raw flesh; etc.
-need researched or published information on which sounds and smell emissions will excite cats and dogs - do this maybe towards the end of the patent application process when it appears idea may be patentable.
OTD:
"C"; pp; mp; uk; user beh (what movements or smells appeared to interest animal most); interactive; educational for animals (especially puppies and kittens); toy; all; entertainment for animal and human owner; "mic" (records and plays back pet's voice); exercise for pet; portable (maybe version for garden use to, move from room to room); bp; osc; vc; tgh for pet; cart (smells, sounds).
-"tilt" control how toy moves / bends / sounds.

B7-150 ADDITIONAL tilt specifications:

Diverse types of signals are created according to the below. The example of function/output is type sound, however the particular sounds generated could simply be replaced with other functions, eg: any c key function such as turning on a light, or controlling c mouse.

o pressing of buttons (like a flute with buttons)

+o instrument transmits via 360-degree transmitter (one sections of stick) to receiver which amplifies sound - very possible. Transmission via cumbersome wire unnecessary.

o moving to left right upside-down produces sound

+o shaking produces sound too

Comes in the following forms:

-Ball: Buttons producing music. Can twist the pancake layers within ball for sound effects. Moving to left right etc produces sound.

-Stick: Each notch position is different sound. Can rotate clock or counter clockwise.

+-Sounds according to how it is being rotated

-Can put object onto software screen and play via mouse or typewriter type or music keyboard. Can have two or more pieces playing with each other. Even gadgets on similar principles for feet, neck (thick collars effected by type of neck cranking).

-Other shapes: donut, fruit shapes, people, buildings, animals, plants with fruits or vegetables, armies with each man a different sound, "T" instrument (each button a different sound, other buttons are memories of sound sequences, even have different type operator voices...), shoes (possibly even for walking too), sexy body(ies).

CODES: All; "S"; pp; mp; uk (sound options); interactive; EDUC; toy; entertainment; "mic"; synth; portable; t; "M"; bp; alerter; osc; vc; md; cart (sound options); cp.

DIAGRAM: O=====K=====O

O-----O

I K I

O-----O

The`O' in the above diagrams represents: the "distancer" part. The `K' represents the keys (see the "k" part).

APPLICATIONS. Stick also (can) control:

-"Balancer's" = R ('remote control via 'accessible 'interaction) (Stick)

-window ((Venetian) blinds): angle of window/blinds; raising/lowering.

-teaches swing motion (related to golf club n): baseball bats; tennis, squash and related rackets; ping pong

-Robotic / Human movement: ((human/robot) arm throwing: each section [separated by joints: shoulder, elbow, wrist, finger, etc] has own stick. Each stick is correlated (5e090) to each other and object being thrown/picked up, and sys' location vis a vis object, floor, other important elements (as determined by u/UIP/"analyzer").

.--catching/getting/fetching: thrown objects; liquids, powders, granules (research labs, hazardous elements)
--sys teaches/"analyzes" u/mobile sys (electronic system) all the (Robotic) movement positions possible for designated purposes.
--teaches/increases movement coordination
--for "portable" sys: robots
--sys above/below ground/water; objects in aeronautics: near/far earth.
--misc movements of u/sys: dancing (ballet, African, disco, rock); walking; running; swimming; climbing/descending (stairs, ladders, trees, hills (uneven sloping)); avoiding hindrances (pebbles, trash, poles, furniture, things to step over/around); all other types of (human/Robotic) movement.
---also utilizes existing (Robotic) movement: guides, trainers, (motion) "sensors", "analyzers".
--o Control robot/sys movements/other functions% via stick
--D (leg climbing): "Brain" (signals sys to go in designated direction; "visual analyzer"; sensor-motion; ps) = leg(s) lifted while moved forward = leg dropped while moving forward = brain makes new calculations (where it is, how its position has changed, resolving any problems; correlator studies how different leg parts at joint are moving in harmony).
.-cutting devices: snipers, scissors, blades; cutting trees, other wood; lathes.

DIAGRAM: Following functions are also controlled by 'tilt / 'remote control / 'analyzer =

*ACCESS *^:
*ANSWERING MACHINE^:
*ARTIST ** ^:
BALANCE *^:
*BVA^:
*CID^:
*CAMERA (LENSE)^:
*CART^:
CLAP^:
*COMPOSITION **^:
CONFERENCE^:
*EDUC^:
EXERCISE^:
*FLOAT **^:
*FS^:
GAME^:
HOLD^:
*INFO RETRIEVAL^:

K^:
LOCATOR^:
M^:
MIC^:
MOUSE^;
MP^:
*MULTIMEDIA^:
*MULTI-USER^:
*NOTIFIER^:
*NOTIFYING CALL^:
PD^:
*PORTABLE^:
*PR^:
*PRINTER^:
PS^:
R^:
ROUTER^:
S^:
*SCORE^:
*SOUND ANALYZER^:
STEREO *^:
SYNTH^:
*TDS *^:
*TEL:
*UIP *^:
*VISUAL ANALYZER %^:
VOICE MAIL^:
VOICE MODULATOR^:
VR %^:
*WA %^:

2G17-C48 OPEN/CLOSE: Control the opening and closing of windows via: remote control, or modem, or mainframe computer. Appears to exist: Window opens/closes automatically (via sensor) due to weather changes (eg: keeping out rain, unwanted sudden changes in temperature).
-(there are 2 N (invention) w (with) this function, maybe C46 or C47) X NK May 93
---C48 = "tel"/tr = control from other location

OTHER SHAPES: Stick can also be in shapes / designs of:
-multiple sticks, whereby they can work simultaneously.
.--Eg: the coupling effect of each stick's signal creates many more possible signals - if each stick had only three positions then 3 times 3 allows 9 total signals using both sticks.
-cranks: gyrate the handle
-bending: how bent creates signals

OTD DIAGRAM: u (user or prospective 'licensee) = This N (invention) sys (electronic system) (5E020: controls any of following functions; 5E020 can also control other N (invention) in coordination w (with) other controlling type (R) N) ~ C =
-1J010 Body Movement NR: ()
-3E150 PS-Zone: ()
-4E010 Alternator: ()
-4E030 Image Input Access Sys: (stick draws image)
-5G061 Dyslexia SW: ()
-7G050 PVC Notifiers: ()
-7G052 Flexed Level Notifier: ()

END OF THIS TILT FILE, FOR THIS PATENT APPLICATION

Moved from IMI&8 2.97

Vibrate and or tilt device. Form of movement causes desired results. Each type tilt or number of vibrations (like Morse codes) is a different signal. See "Brain" for how data is "analyzed".
-D: movement "sensor" = tr = "C" = function.
-"Analyzes" changes in angles. Change(s) in angle(s) trigger (acts as a k/r) pr effects: 5E020 Remote Control Stick
.-A code (access, el `water mark') encoded in sw/data* limits how + part / sys / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".
+PS-Zone.
-"Billing": bills for time used / "accessed".

+ All these inventions are very related:
-5E020 Magic Wand:
-1J010 Body Movement NR:
-3E061 Body Motion Instructor:

-3E150 "PS-Zone":

File: Feature Intro / Time Date Stamp *

TIME DATE STAMP – TDS *

Acts as a registrar in proving what material (text, electronic signals, a/v occurrences, etc) occurred when.

-Drawing: timer = tr = c

-For Techies: display ("S") shows the tds (time date stamp feature) assigned to applicable element. -o-DATE * = Internal clock, calendar, clock alarm notifier.

-Drawing: 1 = 2 tr = 3c (computer)(clock) = 4tr = 5memory/6function

-For Techies: Also has the optional function which can be activated only between certain times (time can be changed via 1"access"); 1air pad (can act as notifier (of "date", time, alarm)); integrated with system's programming; date shown on 3display; pp date; basic; 3cart; 3cc; 1clap; 3fd-hdd; 1%GPS; interactive; 1M; morning alarm (1-activating/deactivating alarm, 6 alarm = speaker); 3mp; 3mq; 6notifier; 6OSC; 3%pi; pp; 6*printer; rcp; 1remote; 3score; 6speach; 3tds; toy; 1uk; 3U (user asks system questions); 3vc; 3clock decides via input/analysis/M/pi/interactive of/for/about/in-terms-of w5 (what, where, why, when and how), how clock system(s) should 6respond (alarm/notifier/tr to 6M).

-C37 Watch/clock gets its time checked via transmission from radio. Radio has perfect time & fixes watch's time if wrong. Drawing: C37 = tr/rc = "tel" = "M"

*-o-C109 Clock displays local time for major cities in world. Seiko. 10 Dec 92 YD. Drawing: C109=tel. Applications^: [M = ADAPT] are better able to interface/tailor system to users in other time zones; ** get the desired time for desired location.

.- Related existing software from "TDSW":

--Micro Planner: SOFTWARE from Micro Planning Int'l, 3801 E Florida Ave, Denver, CO 80210. Tel 303 757-2047. p.75. Instaplan EMS, p. 75: "track".

+ 4E020 Content Date Stamper: Registers and %organizes occurrences. Registrar.

.-See "Brain".

-US Pat No's: 570160 System and method for authenticating transmission and receipt of electronic information: abstract doesn't cover tying in of contents [as in 4E020 Content & Date Verifier]; 5339361%; 5333316%; 5311423%; 5182543%.

.-A code (access, electronic `water mark') encoded in sw/data* limits how + feature / system / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

-"Billing": bills for time used / "accessed".

TRACK PART

Table of Contents for Track Files:

. General Info
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. Catching Burglars and White Collar Criminals

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3A140 BABY ALARM: Know when baby is sleeping or awake. Mother's receiver 'analyzes vibration in device worn by baby.
-Know when baby is sleeping and when awake, depending on level of vibration in device worn by baby. Signals mother's receiver.

5A180 BABY RECORDER: records when baby has been sleeping and in wakeful state, via detectors sensing motion. Can store this information [backwards up to one year]; but of most use going back less than 24 hours, especially for working parents.
- ? System might also receive info on when baby was fed (feeder keys info in)
-stores what was fed
-recommends what else is needed in diet
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip); see above N.

5A190 PRODUCT LOCATOR: Bar code system easily registers who borrows or uses which items. Reduces paper work and theft. Optional feature: the employee's ID card's bar code is matchable with the product's bar code, or businesses with many products going out of office.
-all products being borrowed or used by employees, etc and leaving and re-entering any area might need to be run past bar code reader which register's product's and person's id's bar code.
*-computer record keeping: age of device; frequency of use, amount of use (if latter info is given manually); if there are later mechanical problems - ties into: who last use device and how (if device is rented out by manufacturer, they can get better idea on what causes needs for repair, who is responsible, etc. People will take better care of the product)
*-each product's history might be easily shown on "S" to user, manager, etc.
-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip)

5A201 REMOTE LOCATOR: Know the location of needed people in building.
-register's person's bar code on id/badge as they travel in/out/between areas.

*-also a locator of person's whereabouts; easier for paging people since paging device will only be heard in the zone in which person is located, saving other people from having to be bombarded with excess noise.
-replace the bar code reader with radio transmitter (each person's or item's transmitter having own broadcast code.
-OTD: "S"; "C"; pp; mp; uk; date; tds; interactive%; educ% (study animal behavior); basic; game%; printer; au; t; "M"; osc; speech (gives instructions; etc); vc; score; cart; tel (calls police); tr; mo; fs; rcp; cp; uq (eg: person trying to get device out asks "can I do such and such and solve the problem the "C" has with me"; mq, eg: "why did you...."; access; uip; character; ap: reprimanding people, collecting fines, telling people they are wanted somewhere, or on "T", etc; distancer% (allows product only to go up to certain distance); locator; multi-user; notifier; "R"; air pad%; visual analyzer%.
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip)

5A640 Work Auditor: determine if employee(s) were working the volume of time and the times they said they were. Built-in, attachable, or separate device senses for vibration and or sound signifying human activity on machine (eg: computer, tel, typewriter, etc.), device (eg: desk, door)
-senses for keystrokes on computer. System can record start and stop periods as well (with date/time stamps). UP quantity of time gaps when there were no keystrokes were made and should be flagged.

A1-45 License Frequency: police computers tabulate frequency cars are called in for semi or very suspicious activity yet without solid evidence. High Call Count Cars called in are then more likely to be questioned.
-D: [rc=tr]~pd~c = wireless data transfer = [rc=tr]~ps~track~c = police or monitoring person.

6B200 Vehicle Usage Tracker:
Know how your car rented out or lent or used by employee was used. The number of stops; turns, number of turns within given kilometer, and degree of turns (eg: 90 degree turns less likely on highway driving); changes in speeds within a short distance (and degree of changes); miles driven (might not be erasable by driver as is common with current cars); the time and or # of km driven upon when gas was pumped in. Hours of movement, and rate/hr.
-driver may or may not know about these measurements. Device helpful in determining employee, renter behavior. If part of their "story" of what they did does not match, then you know they are laying. Drivers might be asked to occasionally take the car, bus, motorcycle with such device if all company cars are not with this device.
-via reception from satellite, records where on planet it traveled to within a few meters (if such precision is necessary). This technology exists (perhaps for non-car use) - patent number unknown, not yet searched.
-this is a limited market, yet helpful.
-dating device determines when such events occurred

-"Tracker"

6B390 SW ('computer's 'software ['analyzes]) ('computer's 'software ['analyzes]) MEASURES EMPLOYEE OUTPUT LEVEL: Checks if their output has dropped which needs to be addressed by employer paying salary, eg: maybe employee is lazy; needs psychological counseling; needs different type work for which they are better suited. System measures according to number of pages produced and or number of projects began and or finished and or worked on (did employee ignore something - this itself might need to be alerted to employee and or employer)

-"tracker", "uip-db"

3C-550 BAR CODE RECOGNIZER:

According to the bar code on a product, the machine by which it is placed knows and can therefor do the following:

-if food is beyond expiration date, makes alert and doesn't cook (in microwave, etc); doesn't let item pass the cashier's bar code reader or other check points in distribution chain

.-the date has separate bar codes

2E251 INTELLIGENT MONITOR:

Camera functions are controlled as dictated by computer monitoring system. Computer records according to what its "analyzer"/uip/"access" is seeking: what, when, how, why, where (w5). System tries to replace all the features of a human monitor.

-"analyzer"/uip/"access": database shows system what human activities are of less interest, such as those who: wear suits, work normal hours, walk in normal patterns (don't stop in risky zones), have higher security clearance, any other criteria security/researchers use to identify risky/unusual/other behavioral patterns.

-Ignores signals according to "analyzer"/uip/"access" software: sounds of particular frequencies - via "sound analyzer"; motion by other cameras (within its view); moving shadows via window light source, via: sun, moon, car or street or other outside lights. Interacts w/ other (security or monitoring) systems; unsuspicious people because of their uip.

-Adaptation. System adapts to changing needs via "analyzer"/uip/"access" by: the minute, day, business cycle, state of emergency, alert from guard or another security system.

-Additional senses: System collects then analyzes multiple sets of data. Smell "analyzers", eg: detectors for fire, (hazardous) chemical releases, body odor, dampness. Intuition: UIP? Vibration: distinguishes between type vibrations such as from truck pulling up at night from air conditioner. Finger print or eye's iris analyzer: to gain access, know who is entering or leaving.

. Database:

-Huge database of diverse circumstances, images, data used by system to decide via its computer "analyzer"/uip/"access" as to whether an object should be: tracked, labeled, captured.
-Building up of database leads to development of uip for such (future) type of (possible similarly repeating) circumstances.
-System studies / matches profile of watched object. Uses "analyzer"/uip/"access".
. Access/*"analyzer"/*uip =: Authorized personnel gaining access into building / (computer) system: uses pass code which triggers manner in which system will monitor them; system may ask authorized personnel (automated) questions as to why they are doing what they are doing (w5); system knows how to differentiate between different people and by what they are doing.
. Manufacturing: "analyzer"/uip for why and when (w5) products fail. Failure analysis seeks: at what stage visible defects are more likely to occur via tracking system; identifies which production unit is putting out the defective parts or work; watches the changes in appearance of objects after they have been altered in some way such as color or texture change after welding, popping out of mold, stamping; changes in life or food matter over time for color, texture, * odor (smell analyzer); * parts dropping off assembly line.
% Additional Applications: Marketing analysts use to study buyer patterns of those meeting their computerized search criteria, eg: what gold credit card customers do after / before purchasing particular items, or what tall blond ladies buy/do in Macy's/record store three days into Madonna ad campaign; security in: airports, shopping malls, office buildings, banks, tracking same person who hops between different buildings or airports connected to same monitoring system; monitoring aggressive chimps in captivity; * limits how a virtual reality (VR) system can be used, eg: blocking them from walking beyond certain distance, or changes the VR software according to the what or where (w5) of user's situation.
. Maybe Patentable: system identifies (particular) person via "analyzer"/uip/"access" , eg: color, height, then camera follows. Then sys (electronic system) automatically goes to top 3rd part of person. Sys knows to go to top of image.
. Miscellaneous:
. This N (invention) (Brain, 2E251 Intelligent Monitor) =
"analyzer"/uip/"access": (does/doesn't watch moving objects/u according to type transmission from their tr (transmitter) / access code u (user or prospective 'licensee) k upon entry. Develops profile of object being studied = uip = sys reacts accordingly); CART (access/"analyzer"/uip (card) of entering u has/triggers: sw, type pr, uip w (with) associated functions); EDUC (learn the w5 of people/potential villains; learn to catch repeated illegal activity by same/similar people in same/different locations/situations via uip); M (db, uip); MIC (sound for =: "analyzer"/uip/"access"); MULTI-USER ("analyzer"/uip/"access", tracking); NOTIFIER (police, security); OSC (alarms); PR (); PS (tr worn by u); Q (people in security / those being observed (if they have problem) can help solve it (eg: access was denied (for silly reason)); S (security / people being observed can see themselves); SCORE ((predicted) chance such u may commit crime = via "analyzer"/uip/"access"); SENSOR (motion: heat, vibration, visual analyzer = causes sys to pay closer attention); SOUND ANALYZER (); STATUS (helps security monitor what's going on, intern paying greater attention where it is due); SYNTH

(osc is altered to more scare villains, type sound is "analyzer"/uip/"access" for and in tern selected by "analyzer" based on uip of observed object, and object's "behavioral voice analyzer", and behavior "analyzer", and crime software); TDS (w5 of occurrences, for uip, db); UIP (); VISUAL ANALYZER (); WA (worn by observed object or security; ps; tr (transmitter) their access code).

-D1: moving or stationary objects: people / animals / organisms / meteorites / products or parts = controls w5 images are shot/recorded/"tr" = via visual analyzer / "analyzer" / uip / "access" / Satellite / m / R ('remote control via 'accessible 'interaction) (c) / motion detector / tds / smell analyzer / vibration analyzer.

-D2 - UIP: [data used to develop uip: viewed object = camera=visual analyzer / db ('database info to help adapt to 'associated need(s)) / m / k (what guard enters)] = c's analyzer (sw: matches files)

-D3 - Reacting To Isolated Sought After Situation, or Villain: monitoring system thinks there is high chance of this being the case = then system studies other data received from current situation, eg: matching it with its db ('database info to help adapt to 'associated need(s)) = if chances of sought situation (increasingly) likely = system reacts: catching / stopping / blocking / incapacitating object or villain / tracking them (more closely).

-This invention "interacts" with:

Any KN (invention) %; Any existing% security monitoring sys, eg: it gains additional info (via monitoring, uip (data collection = for matching data)/ helps police / helps determine nature of unusual activity.

-System knows what its to ignore / not pay much attention to, (due to sys' c=memory (uip of such type occurrences)).

1G040 AUTOMATIC REMOTE CONTROL MICROPHONE AND CAMERA:

Sensor follows designated individual(s) via: their visual pixels, and or, sound created, and or, remote control device held by director or actor, and or transmitter worn by actor. Cheaper and less obvious than live surveillance system.

-Remote control "mic" / camera allows user to pick up more on the desired elements.

-maybe spoke about vaguely at convention (with Shure)?

-D for "mic" option: sound = "sensor" = C ('computer and 'software) = "mic" = recording process = c~memory = osc

-D for camera: (Changing location of) person or object to be photographed noticed via their "tr" / sound created % / their image (body's shape, size, weight, color (of clothing, hair, *eyes...) = "sensor" = c (controls: which camera shoots / changing angles of 1 or more applicable cameras to follow person) = recording = tape / c (memory) = playback / s

-system follows any taggable (moving) element

--other tagging modes: wire connected to object of interest gives its location (by how the wire is bent = "sensor" = c (analyzer).

-OTD:

ACCESS:(); ARTIST *:(use the sound/visual effects stored for creating audio/visual show); CAMERA:(); CART *:(tagging (system follows particular characteristics: color, sounds of female voices or particular person...); COMPOSITION *:(); ENTERTAIN:(); MFH:(); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PRINTER *:(); PS:(locates user); Q *:(); R:(); S:(); SCORE:(tds, shows where person/object being followed / tagged is, how they are changing (location, type sound or motion); SYNTH:(); UIP:(tagging (system better prepared to follow object based on its known / likely movement characteristics); WA:(person can listen to person being captioned (while listener is in another room))*.

.-History of this G Dir N: this N (invention) merged with 3E-220 SYSTEMS UTILIZING "POSITIONING SYSTEMS" (but couldn't locate there) / "REMOTE" in 1.95, and copied to better N (invention) file then. This G Dir N (invention) copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.

+++ R41-1 SHAPE COMBINATION BAGGAGE ANALYZER:

Baggage (X-Ray) checking system selects likely villains via not only single objects carried but also combinations thereof, where not any one of them may be enough on its own notify security. Eg: seeks one or more of following: ammunition parts, drug paraphernalia, type jewelry popular with drug carriers. Criminal record, or behavior type of person, eg: their type of suspicious appearance used by software to better narrow down possible choices to improve chances of making a match. Eg: an older woman convicted of defrauding the IRS will be scrutinized more carefully for drug matters, but less carefully than a convicted drug felon from Columbia. Cheaper system: analyst types in type objects found into computer. Exists: system spotting objects by shape.

-studies all elements pertaining to the [unique physical] characteristics of 'sought objects: size, dimensional ratios of object [helpful if size won't catch element, eg: a gun can be in many sizes w (with) somewhat differing proportions], density, where object is placed [within container] [since one that is closer to where people historically hide objects from customs agents is more of a problem, ratios of high to low density within same or *nearby objects.

.-helps determine behavioral trends of whole or partial populations^: score, "behavioral analyzer", uip.

-Example: based on studied (uip), any combination of diverse shapes (even if none of them represent the desired object (weapons, containers for restricted elements (chemicals, explosives, drugs)). In other words, type personality A who is most likely to be dangerous/smuggler, etc is 30% likely to carry 40% of one of 18 type objects (based on shape/size/color/contents), while the rest of society who travels may have only an 8% chance of having 40% of these 18 type objects.

-UIP*:(based on person (their: passport number, social security number, name) system studies uip (score; "beh analyzer"); UIP of individual helps SW ('computer's 'software ['analyzes]) ('computer's 'software ['analyzes]) = sys, better know what to look for / "analyze", eg: if person is suspected of or convicted for drugs; -D: X-Ray -> visual analyzer (for shapes) = c (uip for shapes (their combinations) with person personality profile) = analyzer = nr.

-OTD:

ACCESS**:(certain people (people in security can carry restricted items (weapons) through "sensors" (detectors) and not be stopped (necessarily)); ARTIST*:(analyzes person's behavior via their art images created/signature, etc (helps determine behavioral profile, eg: criminality); CAMERA:(visual analyzer); CART*:(sw; smell detector (chemicals...)); ENTERTAIN**:(keeps suspects entertained while they wait (during inspection) via "stereo", "osc" (tv, radio, pre-recorded music)); K:(r*); MFH:(uip (database: behavioral analyzers (criminality), individual's identity check (person's name, id #, passport number). This uip database can be converged with uip info obtained on the scene: (visual analyzer (matches facial/body descriptions w (with) list of known criminals at large)); MORNING**:(); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PRINTER*:(); PS:(); Q*:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); WA:(portable detector (any existing portable detector).

-2E251 Intelligent Monitor; "Brain"

MISCELLANOUS:

. 6B730 records amount of time and when student, person used system.

-applies to use of computers; other tools; other items

. 8B-320 progress of task(s) is continually updated. Others and self can check progress. `Analyzes any and all files or electrically generated functions created by person being tracked.

. 3C-030 Identification: each person who walks buy makes their verbal code and "C" system records who it was. Uses: locates where people might be...

. R41 Baggage Checker: system spots objects by shape and how it reflects rays. Alerts guard. [PS 4.94]

. R101 Surveillance VCR records over 24 hours: by taking fewer shots per minute. [Sanyo, Tel 06-991-1181. NK 5 Sept 94].

R127 Commuter's train ticket credit card: circuit emits frequency read by device in the ticket gate. [Jan 93 X (saw printed before too, date unknown). JR (Japan Railway) stated research started some years back. Jan 94 YD]

-many related N (invention) of above found in A/B/C directories. "Access", "PS", "Track"...

-D: Person's ticket/pd = [tr/rc]/ticket reader = c (pr/q/uip/multi-user/mfh/score/notifier/*osc/*printer/ps/s/tel).

-calculates ("score") in diverse applications:

--employee time punch for calculating (salaries).

--debit card/credit card

-OTD:

ACCESS:(card/pd); CART*:(cart = pd/card/main system's c); ENTERTAIN:(); K:(r*); MFH:(); MULTI-USER:(different card/pd per user); NOTIFIER:(contacts security when user (breaks agreement, over extended credit line, broke law); OSC:(verbal commands/statements); PR:(via main system / pd / card (slot card into system->card changes->card functions in new desired way); PRINTER*:(); PS:(); Q*:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); UIP:(system/card/pd functions according to uip: charges (more expensive for users based

on their uip/access code (longer time spent per session gets cheaper per minute); traveling (by mass transit) cheaper for subsequent trips within set time span;); WA:().
-R127 abstract of existing N (invention) copied to "Access", "Bill", "PS", "Score", "Track" in 6.96

COOKIES: Tagging also uses computer "cookie" technology. This involves placing info on another's computer, such as those accessing it via the web. Future activity by the computer receiving the tag [unknowingly by receiver] is tracked [whenever the tagged party re-accesses the tagging party [such as the web site of the party that placed the tag upon the accessor's cookie].

. 'Trackable 'tags (hiddnely) placed on/above/below/sides/inside almost anything: * [also: watches, luggage, shoes, jewelry, bicycles, pens, etc.]
. US Patents:
-Patent search strategy: microphone and record.
-US Patent No's: speech recognizing systems, eg: 5251283 and 5182765; improvement over 5239587 Recording device for hunters - which takes sound samples; 5197490; (sys can also lure organisms (via sounds=osc) after designated (animal sounds heard by mic) and bring animal (closer to mic or trap or hunter or food or other destination (for research purposes) so mic can better capture = "sound analyze"), eg: 4896305 - Animal luring patent; 4898179; (investigates = "sound analyzer" nature of situations eg: 5012820 patent; 5014039+; 4644330 - anti-snoring device, example of how KN (invention) can respond to sounds (applies to 2e251 too), sells well in marketplace; 4160386 +4340915 (KN records with greater sensitivity (via mic closest to sound source as= determined via "sound analyzer") when: designated sounds occur / as pr).
-+4342106 Remotely controllable voice-operated starter for tape recorder made by Olympus - N (invention) is voice activated.
-+? Records sounds above specified predetermined levels during given time intervals 4003264 (This KN). Title of this patent: Device for measuring and registering of sound.
-Occurrences initiating recording: "CID" - incoming calls from designated telephone numbers, or to designated tel number/extensions; particular animal sounds (for biology laboratories); police sirens; breaking or cutting of glass or metal or wood or other (building or protective) material. See 2E251. "Speech": sounds of particular people, identified by: (regional / foreign accent), pitch (man or woman), particular words (more likely to be spoken by particular (type) person (eg: villains versus maintenance personnel).
-Research needed: identifying the sound frequencies for designated occurrences triggering recording, and then how those frequencies may not be mistaken for other frequencies by "sound analyzer".
-Glass breakage= "sensors" / "nr": 5510767 5471195 5450061 5438317 5428345 5414409 5389911 5376919 5323141 4134109.
. It 'tracks occurrences at times of [trouble]. 'Analyzer determines presence of trouble by:
-'ba & 'sa & 'nr: their 'scores for event, with higher scores suggesting potential dangers.
-'order & timing of events

-type of 'access

-US pat 5479149 Weapon use monitoring and recording system. OTD: track, uip, analyzer: for what needs monitoring.

-US Patents: 4999613 System 'tracks user, eg: their alcohol level and if they are where they should be, assignee's priority date in 1987.

. See patents and diverse products utilizing `markers' and `tags', such as those placed on objects or organisms being 'tracked. Many burglar prevention patents in this area, as see in the part 'Burglar.

END OF THIS TRACK, FOR THIS PAT APPLICATION

TRACKER *

This File is: Track&. Tracking System tracks designated: person, file, type activity. Can develop UIP-Database on what it is designed to study as studied element changes or moves.

"INTELLIGENT MONITOR": System monitors all designated occurrences coming from sys, eg: what U is doing (in relation to the sys' ability to determine u's activity); who is doing what and when. "Track", "Score". 2E251+

% "Track" sys tracks how "Router" locates then= retrieves needed data.

-A code (access, el `water mark') encoded in sw/data* limits how + part / sys / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

-"Billing": bills for time used / "accessed".

.-see article on tracking trucks in US News & World Report, Sept 18, 1995, from about page 83.

TAG FEATURE:

A user, or file, or other feature is labeled in some manner. Values include:

-"Tracking". System better knows what to monitor= W5 (what, where, why, when and how).

-Giving less or more preferential handling: 1] the presence of certain WA (walk about) invention can= trigger the "notifier". 2] in adapt-db (database) development= certain circumstances can be weighed as "designated" by the type "tag". 3] "tag" = type "score" for what's tagged.

-The tag might be concealed (from user), especially for ("access') "tracking" purposes.

. Construction of (sw) "tag":

-can include one or multiple variables / scores / software instructions for how system should "react" to the tag / what tag is attached to.

-Tag has "seek" and "react" parts: One part is on the material being tagged, the other that "reacts" to the "tag". Eg: functions also like a human anti-body= triggering= "reactions" according to type "tag" present.

. For Techies Drawing: user = "Tagging" (W5 (what, where, why, when and how)) ~c (computer)= ACCESS (potential hackers) // ARTIST ("images"= "tagged" for how they are= "edited" W5 (what, where, why, when and how)) // ANALYZER (analyzes elements as "designated" by their= tag) // BA (BEHAVIOR ANALYZER) (access=BA (Behavior Analyzer): interpretation of behavior is "tagged"= then system "reacts" accordingly) // BILL* (different tags= are billed as "designated") // CART (receives / places tags) // EDUC (adapt-tailor decides= W5 (what, where, why, when and how) needs "tagging"= to maximize the "educational" process) // MULTI-USER (each user is "tagged" differently) // "tagged" occurrences trigger: notifier / osc (outgoing sound communicator) / synth (sound synthesizer) / etc // pr (software program) (controls W5 (what, where, why, when and how) is "tagged"; interprets tags; "correlates" "tag" w= "designated" "reactions") // PS-Zone (pd = "tag") // q (user and or system asks each other questions) (q are posed / answered= according to "tag") // r (remote control) (result of each key stroke= interpreted according to how that key stroke's "tag" states it should be interpreted) // ROUTER ("tag" effects W5 (what, where, why, when and how) elements are routed / manner of "routing"= effects type tagging (of what's routed)) // SCORE (a type of "tag") // SEEKS & REACTS (seeks "designated" tags= then reacts to the "tag" according to: type of tag it is / the type (w5 (what, where, why, when and how)) of occurrence) // SENSOR ("seeks" / "reacts" to "designated" "tags") // SOUND ANALYZER ("tag" can be in form of (additional added-on) sounds) ("reacts" to "designated" sounds= according to how such sounds are= "tagged") // tds (time date stamp feature) (particular time (durations / points) are tagged = (notifier / access) // t (telecommunications) (CID = tag / "tag" attached to= material transmitted over telephone) // TRACK ("tag" controls W5 (what, where, why, when and how) something is "tagged") // ADAPT / Visual Analyzer / Sound Analyzer = adapt-db (database) development= certain circumstances can be weighed as "designated" by the type "tag" // VR (occurrence -> "analyzer" interprets occurrence= then matches against db (database) of potential "tags"= "reacts"= (creating "designated" "experience")).

Concludes This 'Tag Section in the 'Tracker File.

-4E020 Registrar. Determines type of occurrence (via "sound analyzer" / human auditor listening at remote location (via wireless transmission of signals coding type occurrences / or actual relay of real sounds).

. Related existing software from "TDSW":

Brainmaker 2 - (Professional version), p.76. [Existing invention functions: Gives PC human abilities such as finding patters in your data and learning from the past.]: adapt-track.

% Exists: Caller ID returns calls with one touch. Sold via Sharper Image Feb 95, #SO600.

-US Patent 5402167 Surveillance system - Sound or motion "sensor" switches recorder from slow to normal recording speed.

. See: + "access = BA (BA (Behavior Analyzer))": information used to monitor and determine who user is and W5 (what, where, why, when and how) they are doing.

-Article in "Economist". "Big Brother - The all-seeing eye", p. 52, Jan 11-17, 1997 issue.

+See related: Recent USPTO Class/Subclass 348/169 TV: Object tracking. Registrar.

. 5A080 Identifier: Pick up on people with criminal histories: people convicted of drunk driving, and breaking of other laws might be asked/required to have transmitters identifying themselves. Police, etc listening with special receivers will be quicker to notice them and or stop them while speeding even a little over the limit, etc. -transmitter attached to car.

PROGRAM TYPE TRACKING sys desired via ['customizing]:

1] w5 files [normally defined as material (registered)] was "analyzed"/registered (and then viewed subsequently); access; uip; analyzer; who has copies; where copies were sent; who is doing what (w5) w which files; how files [material registered] are being altered (catch hackers). Anti-virus sw = designed to clean/track any/all files even after they were tr out of central/source C.)

2] tracks c hackers

3] correlates similarities between differing material files, eg: via key word / visual analyzer. Ap: easily compiles needed related files, reducing manpower hours; patent application analysis; finding needed data (for FDA approval).

4] This sub-section mostly shows what helps determine what needs tracking.

OTD D: Elements being tracked (sw, material in c memory (CD, hard disk), (mobile) u or animals) = This N Sys (Tracking (sw)) ~ C =

ACCESS (helps determine what needs tracking); ANALYZER (); AP (how material was used, why was registered, uip (type client, key words of material content - all helps determine what needs tracking)); BA (of material helps determine what needs tracking); BILLING; BRAIN (); C (); CART (type cart used helps determine what needs tracking); M (type interaction (w db, sw) helps determine what needs tracking); NR (how past NR signals/"status" reports were handled/responded to; how in/out of line material is to parameters (of sw / u's needs) helps determine what needs tracking); PR (type sw / sw modifications helps determine what needs tracking); PS (location(s) helps determine what needs tracking); Q (Q from sys helps determine what needs tracking); + SCORE (rating shows which material is more important for tracking; keeps score of previous occurrences by: u/sys for one or multiple situations/applications); SOUND ANALYZER (helps determine what needs tracking); SOUND VISUAL ANALYZER (helps determine what needs tracking); STATUS (status of the tracking program, w5 is being tracked at that time/earlier/may need tracking later (based on brain)); TDS (timing of events helps brain determine what needs tracking); T (CID helps determine what needs tracking); TR (mode of tr helps determine what needs tracking); U (type u helps determine what needs tracking); UIP (helps determine what needs tracking); UQ (past q (from u / others helps determine what needs tracking); VISUAL ANALYZER (helps determine what needs tracking); VR* (); WA (w5 portable unit was used helps determine what needs tracking). EDIT (determines w5 something is "tracked").

5] Intelligent Monitor 2E251.

. US Pat No's. Search str - tags and electronic* in bib 6.94: 5285194 Electronic article surveillance system with transition zone tag %; 5266925%; 5245534%; 5214409%; 5006856; 5299026

-str: tag* surveillance: many N, not read.

. 3G050 Router: a better N w many pages. Sys tags then continues tagging while file/u are routed to any channel / tel # (extension) (after disconnection) or (for reconnection at time desired by u).

CAMERA AND MICROPHONE FUNCTIONS are controlled as dictated by computer monitoring system. System records according to what its analyzer is seeking: what, when, how, where, who and why. System tries to replace features of a human monitor. Simpler forms are most cost effective for today's market.

APPLICATIONS: 1] Visual analyzer seeks movement via changes in camera's pixels (ignores sun shadows) outside business hours. 2] Monitor bacterial growth in lab Petri dishes. 3] Follows villains airport to airport. Eg: guard tells system to label, then follow villain until villain leaves monitoring area. 4] Etc!

+ RECORDING TRIGGERED BY A DETECTION SYSTEM [camera seeks out (unusual / changing) activity]. Examples:

+-cells in Petri dish divide growing up to half the space, or change color

-there is any type of threat or disaster (as determined via some computer "analyzer");

-system sees / hears particular sounds: dogs barking, breaking glass, unusual walking patterns.

+-particular people enter or exit (system determines person's presence (potential villain) via their transmitter or other means). Eg: seeks people w no or lower level security password (access).

+-Motion detector: (old N, KN), heat sensors, changes in visual pixels [earlier and later images compared via how the pixels (many tiny dots comprising electronic image) may change], tripping of laser lights, vibration sensors.

+-villain's activity, eg: "sound analyzers" maybe for glass breakage, changes in light (switching on light switch (sys ignores (via c) changing sun/moon street light lights/reflections/shadows)), etc.

-UIP - User Information Programming: database shows system what human activities are of less interest, such as those who: wear suits, work normal hours, walk in normal patterns (don't stop in risky (area with valuable information or theft prone products) zones), have higher security clearance, any other criteria security/researchers use to identify risky/unusual/other behavioral patterns.

SYSTEM CONCENTRATES ON PARTICULAR SIGNALS:

It seeks out certain signals, and places higher importance on some over others. In each case, some signal types can be of comparatively less/more importance according to: type villain / "access" / uip of situation (nature of situation - as matched by sys' previous experience (what db says the likely "status" for such events would be).

-sounds of particular frequencies - via "sound analyzer", eg: seeks walking sounds or breaking glass, but ignores car traffic or motion by other cameras (within its view), also ignores: moving shadows via window light source, via: sun, moon, car or street or other outside lights.

-ignores: unsuspicious people because of their uip - such people have behavioral profile ("BA") whose "score" places them lower than other potential villains. Sys acts similar in this capacity to who or what (w5) a live police officer follows upon given the leads they get.

-Additional senses: System collects then analyzes multiple sets of data. Smell "analyzers", eg: detectors for fire, (hazardous) chemical releases, body odor, dampness. Intuition: UIP? Vibration: distinguishes between type vibrations such as from truck pulling up at night from air conditioner. Finger print or eye's iris analyzer: to gain access, know who is entering or leaving.

MISCELLANEOUS:

-this sys interacts w/ other (security or monitoring) systems;

-Adaptation. System adapts to changing needs by: the minute, day, business cycle, state of emergency, alert from guard or another security system.

-This invention is greatly related to numerous inventions throughout KN, including parts: "Brain", "Sensor", "Camera", "Mic".

REACTING TO VILLAIN: when system first identifies desired activity or determines there's (likely) a villain, it can: (call) police; internal security; sound alarms (osc); automatically lock doors or access into computer systems or physical terrain; unleash guard dogs; activate other security (monitoring) systems; spray colored die (everywhere or onto moving objects); * spray tranquilizer gas or (insect, rat, or herb) poisons, eg: stop spread of newly engineered germs; any other known automatic response system in security / monitoring% situations.

-Need to consider legal liability issues in reacting to villains.

-Court cases. 4E020 Communication Verifier: helps prove occurrences were recorded at time data was transmitted and time date stamped at secondary source, eg: remote computer.

DATABASE:

-Huge database of diverse circumstances, images, data used by system to decide via its computer "analyzer" as to whether an object should be: tracked, labeled, captured.

-Building up of database leads to development of uip for such (future) type of (possible similarly repeating) circumstances.

-Tracking objects over period of time(s). Database used to help identify repeating return / actions of same/similar objects. Uses/develops uip.

-System studies / matches profile of watched object. Uses UIP.

ACCESS. Authorized personnel gaining access into building / (computer) system: uses pass code which triggers manner in which system will monitor them; system may ask authorized personnel (automated) questions as to why they are doing what they are doing (w5); system knows how to differentiate between different people and by what they are doing.

MANUFACTURING: analyzes for why and when (w5) products fail. Failure analysis seeks: at what stage visible defects are more likely to occur via tracking system; identifies which production unit is putting out the defective parts or work; watches the changes in appearance of objects after they have been altered in some way such as color or texture change after welding, popping out of mold, stamping; changes in life or food matter over time for color, texture, * odor (smell analyzer); * parts dropping off assembly line.

ADDITIONAL APPLICATIONS: Marketing analysts use to study buyer patterns of those meeting their computerized search criteria, eg: what gold credit card customers do after / before purchasing particular items, or what tall blond ladies buy/do in Macy's/record store three days into Madonna ad campaign; security in: airports, shopping malls, office buildings, banks, tracking same person who hops between different buildings or airports connected to same monitoring system; monitoring aggressive chimps in captivity; * limits how a virtual reality (VR) system can be used, eg: blocking them from walking beyond certain distance, or changes the VR software according to the what or where (w5) of user's situation. "Billing".

Exists: computer controls camera, eg when: every 30 seconds, or when joystick moves. When there are no more parts coming down assembly line, sys stops itself. C moves camera under a preprogrammed manner, eg: panning every so often - probably not adapting to environmental changes. Remote controlled cameras via: joystick.

-System hones onto passing automobile's license plate numbers (if they are speeding) then processes the numbers as needed, eg: seeking particular license numbers, giving speeding citations.

-Maybe exists:

Probably minor pixels change on frame to frame due to electrical static. But this system might ignore such. It searches for big changes. Then system follows the big change's movement. But might not have improved above. Much of the "Billing" part.

Maybe Patentable: system identifies (particular) person via uip (user information programming), eg: color, height, then camera follows. Then sys automatically goes to top 3rd part of person. Sys knows to go to top of image.

-nr when bottom of Petri dish is filled.

-point camera into nuclear plant, point at unusual area (hot), camera (infra-red) then moves its head to other important areas (thereafter, which might intern be effected).

Problems: Visual analyzers require maybe expensive programming, though we have cheap foreign programmers available. Each user will want to tailor system to their needs, increasing programming costs. Non-visual analyzers can misinterpret signals, eg: sound analyzer. This product number needs narrowing down to one or few patent applications.

-many detector and trip systems exist, in tern hurting chances for patentability and marketability.

Miscellaneous:

*-Interactive. Camera shoots in certain instances when: "visual analyzer" is triggered in any way like a motion being sensed; type of image made is automatically routed/edited according to how "visual analyzer" analyzed image.

-2E210 Image searcher: camera seeks particular images, intern shoots, follows, pans, etc accordingly as programmed.

-if there are multiple unusual / sought after circumstances, system can (quickly) pan between the two, giving equal time to each, or proportionally more to the one by how unusual it is (with a maximum 65% of time to any one point).

--if one of the points becomes less unusual (villain left their bag on floor and walked further), system gives less attention (since its not moving (much) anymore)

*--sys functions with one or more cameras that (partially) overlap it view area.

-camera zooms into desired activity, person, object, (as changes occur).

OTD DIAGRAM: This N Sys = ACCESS (does/doesn't watch moving objects/u according to type transmission from their tr / access code u k upon entry); ANALYZER (develops profile of object being studied = uip = sys reacts accordingly); CART (access (card) of entering u has/triggers: sw, type pr, uip w associated functions); EDUC (learn the w5 of people/potential villains; learn to catch repeated illegal activity by same/similar people in same/different locations/situations via uip); M (db, uip); MIC (sound analyzer); MULTI-USER (uip, tracking); NOTIFIER (police, security); OSC (alarms); PR (); PS (tr worn by u); Q (people in security / those being observed (if they have problem) can help solve it (eg: access was denied (for silly reason)); S (security / people being observed can see themselves); SCORE (chance such u may commit crime = via uip, db); SENSOR (motion: heat, vibration, visual analyzer = causes sys to pay closer attention); SOUND ANALYZER (); STATUS (helps security monitor what's going on, intern paying greater attention where it is due); SYNTH (osc is altered to more scare villains, type sound is "analyzed" for and in tern selected by "analyzer" based on uip of observed object, and object's "behavioral voice analyzer", and behavior "analyzer", and crime software); TDS (w5 of occurrences, for uip, db); UIP (); VISUAL ANALYZER (); WA (worn by observed object or security; ps; tr their access code).

DIAGRAM #1: moving or stationary objects: people / animals / organisms / meteorites / products or parts = controls w5 images are shot/recorded/"tr" = via visual analyzer / uip / Satellite / m / r (c) / motion detector / tds / smell analyzer / vibration analyzer.

-D2 - UIP: [data used to develop uip: viewed object = camera=visual analyzer / db / m / k (what guard enters)] = c's analyzer (sw: matches files)

-D3 - Reacting To Isolated Sought After Situation, or Villain: monitoring system thinks there is high chance of this being the case = then system studies other data received from current situation, eg: matching it with its db = if chances of sought situation (increasingly) likely = system reacts: catching / stopping / blocking / incapacitating object or villain / tracking them (more closely).

MISCELLANOUS:

-related to the earlier 1G040.

-System identifies user/potential villains/u via: (their access), w5.

-This invention "interacts" with:

Any KN %; Any existing% security monitoring sys, eg: it gains additional info (via monitoring, uip (data collection = for matching data)/ helps police / helps determine nature of unusual activity.

-System knows what its to ignore / not pay much attention to, (due to sys' c=memory (uip of such type occurrences)).

-Organizing & Processing Data D:

OTD D: This N Sys (C=SW for organizing & processing data. / 4E020 Content & Date Verifier / C / 2E251 Intelligent Monitor =

ACCESS (better determine who can gain access, working w: uip, visual, sound and behavioral analyzers); ANALYZER (how to file w5); BILLING; CART (data to be registered); EDUC (); M (storage for: registration, db); MIC (); MULTI-USER (processes differently); NOTIFIER (when one or more w5 elements of a (previously stored) occurrence as pr are met as requested by u); *OSC (); PR (how to process, organize, register, nr data; controlling what to even record and how (w5)); Q (); S (); SCORE (differing scores determine how data/files organized/processed, eg: by uip, db or pr requirements); SOUND ANALYZER (if certain occurrences happen -> (records ->) registered); STATUS (); TDS (); T (tr data via modem, fax, e-mail, pagers, etc); UIP (); VISUAL ANALYZER (if certain occurrences happen -> (records ->) registered); WA (controls sys).

MISCELLANOUS:

-OTD D: This N (monitor) / C [line drawn to each below N#] =

-3E010 Mobile Tel Location Notifier: when object goes in / out of range / desired uip = monitor (begins) "analysis".

-3E020 GPS Record Keeper: when object goes in / out of range / desired uip = monitor (begins) "analysis".

-3E151 GPS Circumstance Correlator and Controller: when object goes in / out of range / desired uip = monitor (begins) "analysis".

-3E190 GPS Billing Systems: when object goes in / out of range / desired uip = monitor (begins) "analysis".

-3E210 GPS Satellite Obstruction Compensator: when object goes in / out of range / desired uip = monitor (begins) "analysis".

-3G010 T Ring Delayer: when object (T) goes in / out of range / desired uip = monitor (begins) "analysis".

-3G050 Router: when object goes in / out of range / desired uip = monitor (begins) "analysis".
-4E020 Registered Electronic Media Communication: when object goes in / out of range / desired uip = monitor (begins) "analysis".
-5E020 Remote Control Stick with Switch: when object (this or any (standard) r) goes in / out of range / desired uip = monitor (begins) "analysis".
-5E040 Recording prompted upon presence of certain sounds: when object goes in / out of range / desired uip = monitor (begins) "analysis".

OTD DIAGRAM #2: This N Sys (2E251) ~ C =
BALANCE (mic controlled to get accurate recording on multiple audio tracks); BA / BVA (certain behavior is/isn't monitored); EDUC (for research applications); GPS (monitor controlled by any/lack of pd); MOUSE (u/guard controls (panning, other movement): camera, mic); MQ ("brain"); MULTI-USER (differs between: pd, u (their characteristics: bva, "brain")); Q ("brain"); SOUND ANALYZER (); SOUND VISUAL ANALYZER (interprets occurrences into codes/text); SPEECH (u (in zone near monitor's sensors (might have "access"/R/"brain" to) control 2E251 sys, solves problem of sys misdiagnosing security guards as potential villains); STEREO (sensors pick up information and replay it into Stereo/Synth; TDS (); UQ (); + VR (allows u (wearer of vr sys) to walk about w VR sys interpreting environment for u (as pr). Example: walk around Palo Alto and U experiences the walk as a walk in Paris, u doesn't fall down, sys seeks necessary information to assist u as u requests (via their VR sw). System in similar manner guides robots to do whatever tasks they are wanted to do. "Brain" for robot or VR); WA (VR; Security/U controls sys via R).

1G040 AUTOMATIC REMOTE CONTROL MICROPHONE AND CAMERA: Sensor follows designated individual(s) via: their visual pixels, and or, sound created, and or, remote control device held by director or actor, and or transmitter worn by actor. Cheaper and less obvious than live surveillance system.
-Remote control "mic" / camera allows user to pick up more on the desired elements.
-this N copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.
-maybe spoke about vaguely at convention (with Shure)?
-D for "mic" option: sound = "sensor" = c = "mic" = recording process = c~memory = osc
-D for camera: (Changing location of) person or object to be photographed noticed via their "tr" / sound created % / their image (body's shape, size, weight, color (of clothing, hair, *eyes...) = "sensor" = c (controls: which camera shoots / changing angles of 1 or more applicable cameras to follow person) = recording = tape / c (memory) = playback / s
-system follows any taggable (moving) element
--other tagging modes: wire connected to object of interest gives its location (by how the wire is bent = "sensor" = c (analyzer).
-OTD:

ACCESS:(); ARTIST *:(use the sound/visual effects stored for creating audio/visual show); CAMERA:(); CART *:(tagging (system follows particular characteristics: color, sounds of female voices or particular person...); COMPOSITION *:(); ENTERTAIN:(); M:(); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PRINTER *:(); PS:(locates user); Q *:(); R:(); S:(); SCORE:(tds, shows where person/object being followed / tagged is, how they are changing (location, type sound or motion); SYNTH:(); UIP:(tagging (system better prepared to follow object based on its known / likely movement characteristics); WA:(person can listen to person being captioned (while listener is in another room))*.

-this N merged with 3E-220 SYSTEMS UTILIZING "POSITIONING SYSTEMS" / "REMOTE" in 1.95, and copied to better N file then.

5E040 RECORDING PROMPTED UPON PRESENCE OF CERTAIN SOUNDS: Microphone and camera activated when desired. Saves time, permitting less review time later by employee. Applications: Security monitoring, eg: upon breaking of glass, voices outside normal hours, dogs barking. Research - upon programmed occurrences, eg when organisms: scream, clank toys around. Miscellaneous: recording can be ongoing, though designated portions are tagged according to type occurrence, for easy play back.

-In other words: Sys Responds To Certain Sounds: Program system to seek certain sounds, then when they are heard by system, system will:

1] record / synthesize as programmed.

2] "notify" (emergencies)

-D1: (Step 1: shake coins in pocket(s); Step 2: memorized; 3: user "pp" how #1 is to be "synthesized"; 4: user shakes coins in nearly any manner within mic's range; 5: "mic" records; 6: playback.

-D2: externally generated sound -> mic = sound analyzer = c (cart/m) = notifier/mic (recording system/synth).

-"sound analyzer" is "pp" to only seek sounds similar to the original inputting of the desired sound to be selected. System should ignore other sounds.

Sound = "mic" = Sound Analyzer = Memory = Function

-incorporates functions of Roland's "Hanauta" system (rhythm from humming creates tempo for guitar or other sounds)

-OTD: access; security applications (breaking glass / dog barking / crash sounds -> mic -> 5E-04 ("sound "analyzer"")=c=notifier/r (user can ^:listen in on action / control (el) in remote location (scene of perceived crime) / contact security (guards). Sought after sounds can also be from ^: cart / m, in this way the breadth of sound spectrums might be broader / more carefully selected to avoid misinterpretation with other sounds.

INTELLIGENT MONITOR. But can be done?

-harder to explain in mk: need to show p they need it.

-much time: to do market search, and patent application.

-Reduce mf costs: limited function "sensors" [for guiding monitor] cut costs, eg: sensor = sound analyzer (seeking any sound). Large int'l companies seeking to reduce payroll expenses can use this system, and pay for cruder monitors versus being without.

-guards watching multiple cameras will have difficult time hearing multiple sounds (simultaneously) / identifying which sound comes from which location.

-this N dates back to "visual analyzer" too

-for ideas see file: E\3E.

MISCELLANEOUS:

-never seen camera controlled. Nat'l Geographic type pictures of flowers growing, did something trigger the camera in its stages?

-machine vision is a big area: eg it detects cracks in bottles. Transducer is what this concept.

-vibration "analyzer": seeks certain types of vibration modes (similar to "sound or visual analyzer" in mode). Trucks have a particular vibration characteristic (monitor trucks other than ours).

-people characteristics for sys to catch/notice: height - easy to do; facial characteristics - hard to do - very complex for non-human.

. Pat search: visual recognition systems.

-patentability: Maybe exists, some sensor tripped then activates camera, mic. Exists: mic activated by sound above certain threshold. Focusing on "sound analyzer" activating sys - makes it more likely this would be patentable.

--Obvious?: tripping light to activate monitor might.

--Not Obvious?: heat sensor, vibration sensor, smell analyzer, because less common, less off the shelf. Visual analyzer.

--Exists: point camera at bin of parts, steering robot hand for type part, eg: nut or bolt. Maybe not more complex sys.

-Note: the term "Intelligent Monitor" 2E251 is basically replaceable with "Tracker". The former was used wo the term tracker in diverse occasions.

2E250 VCR CAMERA: An improvement of Sony's miniaturized camera.

1 Camera = 2 base/3 recorder = 4 tr/5 editing/6 play back/ 7 other.

OTD: 2 image converter; 2tr air pad (viewer/control camera); artist (edit images recorded, eg: add graphics); basic; 2 cart (editing); cc; 2clap; 2composition (combine edited visual effects with composed/edited/synthesized audio); cp; 2date; 2display; 2 distancer (activates/deactivates camera/system); entertain; 2 "C"; 123 float; 1 camera works (under water 5000 meters below sea level, and in all weather conditions); 2fs (fs out images made); %game; 7 satellite; 2gps (system will state/show the location in which view was made, help analyze correlations between location and audio/visual data collected for/from such locations); satellite controls w5 images are shot/recorded/"tr"; interactive (camera shoots in certain instances:

when 3"visual analyzer" is triggered in any way like a motion being sensed, type of image made is automatically 3routed/edited according to how "visual analyzer" analyzed image); 2"locator" seeks desired object/situation needing to be shot, and directs camera; md; 7 M; 2microphone; 2mouse (editing A/V); 2mp; 2mq; 7notifier; 7 osc; portable; 2pp; 7 printer (prints images copied; 2remote; 2sound analyzer; speaker; 7 %stereo (enjoy images made with tv/vcr/vtr/stereo system; 1tilt; 2uk; 2uq; 2vc; 2visual analyzer; %vr; %wa.

. Exists: R27 Locates and tracks objects. Analyzes movements. * Tracks movements via: detecting brightness of image. Applications: tracks activities of customers, patients, athletes.

.-[Toshiba Corp 1-1-1 Shibaura, Minato-ku, Tokyo 105-01 Tel: (81) 03 3456 4511. Published article in 14 Mar 92]

+ Used in "locator", * "ps" codes. See IMI file.

-see my N from A, B, C directories

US PATENTS = "TRACK"

PATENT SEARCH Strategy & some related US patent numbers:

2E251 Intelligent Monitor: ()

-BIB CD pat #: 5229850

-kw: monitors/monitoring* follow* sens* track* tag* "visual analyzer" determin*

-US Pat search str (strategy): (sense* or microphone*) and (tracks or tracking or tag*) Bib disk 9.94; Surveillance and identification system antennas %5280286; Electronic sys and method for monitoring abusers for compliance with a protective order 5266944; 5189395 Electronic house arrest.

-RM: 2e251 has diversified N, and this field is crowded, so have others do searches.

-US Patents for BA / "Track" - from 12.95 Bib disk:

5465115 Video traffic monitor for retail establishments & the like; 5433612 Electronic accountability system - "tracks" u and equipment = "ps-zone" / "track" / "uip" (develops uip-db); 5428392; 5426425 Intelligent locator system = track / ba / ps; 5424745 Detection method and system = track / ba / ps; 5386990; + 5250941 Customer activity monitor / 5245314 Location monitoring system = ps / ps-zone / track / ba.

. Improvement on US Patent:

5377258 Method and apparatus for an automated and interactive behavioral guidance system: u receives motivational messages (osc) to improve behavioral patterns; includes client db (uip); voice stress "analyzer"; client response required] =

-OTD D: U = This N Sys (BA / 5377258) ~ C =

ACCESS () // ANALYZER () // EDIT (sys edits out less needed input from: u, uip-db) // NR (penalizes u when u acts poorly (undesirable behavior) = electric shock to body / "entertainment" sys N usage is limited (see KN)) // OSC (penalizes via harsh sounds = synth) // PR () // PS-Zone (u trained where its safe / u is not needed for work, eg: home, coffee room, recreation room, tv room) // Q (to build uip-db = needed by sys to

train u) // R () // SCORE (how well u's behavior is altering) // STATUS (of u's behavior) // TDS (w5 u behaved -> builds up UIP-DB) // TRACK () // UIP ().

TRACK - ANALYZE

Analyzes for what is best to track:

Formulae generation systems:

Software used in developing / analyzing / evaluating formulae for food, chemistry, indicators, etc.

-uip of desired function is matched= w uip of differing elements / ingredients / chemicals / food elements = resulting in formulae of ingredients that may (best) achieve desired goal.

--the characteristics of goal are tied= via uip = to characteristics of available / known ingredients or * (KN) sys.

+ Important parts: UIP-Tailor, 7G050, PR, Track-Analyze (analyzes for what is best to track = db), Brainstorming SW, 2E010 20 30 40 50 Recipe Softwares.

. Examples:

1] develop an nr = alerting presence of salts / acids / hazardous elements = in/for: liquids / powders / surface contact.

2] Other 7G050.

3] SW sys may simply help u by offering suggested possibilities: formulae / equipment / sources of information (reference material, on-line sources) / type experiments.

4] UIP-Tailor = UIP-DB: adjusts to u's needs.

5] Constitution needed in plastic resins / metals / product casing ("cm", "cp") or parts, for = tolerating designated levels of: stretching, bending, pulling = within designated environments of varying (extreme): temperatures, light, abuse, excessive wear, time period of element's use (age of N).

6] Patent search strategy: software* and (formulae* or recipe* or ingredient*)

7] Pharmaceutical: developing ingredients for drugs; ideas for research.

8] Software simultaneously designed to help researchers increase their (sociologically, psychologically related) creativity: KN

DIAGRAM: "PR": sw (re)programs itself = as controlled by UIP; programmer can help guide / control sw.

. OTD D: U = This N Sys (sw suggesting formulae) ~ C =

ACCESS (); ANALYZER (); BILL (); CART (); EDIT (); EDUC (); MULTI-USER (); PR (); Q (); ROUTER (); +SCORE (given to each aspect = attached to each element of: goal & potential ingredients); SENSOR (7G050); STATUS (); TDS (scores time delay in getting NR effect); TRACK (history of previous (chemical/food) experiments conducted by: u, organizational body, db, m); U (researcher, student = "educ"); UIP ().

* TAG'S LESS IMPORTANT SECTION MAYBE:

ACCESS (potential hackers) // ARTIST ("images"= "tagged" for how they are= "edited" W5) // ANALYZER (analyzes elements as "designated" by their= tag) // BA (access=ba: interpretation of behavior is "tagged"= then system "reacts" accordingly) // BILL* (different tags= are billed as "designated") // CART (receives / places tags) // EDUC (uip-tailor decides= W5 needs "tagging"= to maximize the "educational" process) // MULTI-USER (each user is "tagged" differently) // "tagged" occurrences trigger: nr / osc / synth / etc // PR (controls W5 is "tagged"; interprets tags; "correlates" "tag" w= "designated" "reactions") // PS-Zone (pd = "tag") // Q (q are posed / answered= according to "tag") // R (result of each key stroke= interpreted according to how that key stroke's "tag" states it should be interpreted) // ROUTER ("tag" effects W5 elements are routed / manner of "routing"= effects type tagging (of what's routed)) // SCORE (a type of "tag") // SEEKS & REACTS (seeks "designated" tags= then reacts to the "tag" according to: type of tag it is / the type (w5) of occurrence) // SENSOR ("seeks" / "reacts" to "designated" "tags") // SOUND ANALYZER ("tag" can be in form of (additional added-on) sounds) ("reacts" to "designated" sounds= according to how such sounds are= "tagged") // TDS (particular time (durations / points) are tagged = (nr / access) // T (CID = tag / "tag" attached to= material transmitted over telephone) // TRACK ("tag" controls W5 something is "tagged") // UIP / Visual Analyzer / Sound Analyzer = uip-db development= certain circumstances can be weighed as "designated" by the type "tag" // VR (occurrence -> "analyzer" interprets occurrence= then matches against db of potential "tags"= "reacts"= (creating "designated" "experience")).

Values include:

-"Tracking". System better knows what to monitor= W5.

-Giving less or more preferential handling: 1] the presence of certain wa N can= trigger the "notifier". 2] in uip-db development= certain circumstances can be weighed as "designated" by the type "tag". 3] "tag" = type "score" for what's tagged.

-The tag might be concealed (from user), especially for ("access') "tracking" purposes.

. Construction of (sw) "tag":

-can include one or multiple variables / scores / sw instructions for how system should "react" to the tag / what tag is attached to.

-Tag has "seek" and "react" parts: One part is on the material being tagged, the other that "reacts" to the "tag". Eg: functions also like a human anti-body= triggering= "reactions" according to type "tag" present.

. OTD D: U = "Tagging" (W5) ~ C

END OF THIS SECTION OF TRACK*, FOR THIS PAT APPLICATION

TRACK'S BURGLAR SUB-FEATURE

INTRO: Systems that deal with (human) burglars, and which don't exactly belong in the 'Track files. See related: Recent USPTO Class/Subclass 348/169 TV: Object tracking. Parts:

CATCH =

Helps catch illicit people. Also see 'track.

-

1C252 Villain Pinpointer: Helps guard pinpoint where villain is.

+ shows direction of sound(s)/'images= via direction finder

.--D: person = mic/camera = sound analyzer/visual analyzer = c ['track / 'burglar / ba] = nr.

-systems are controllable fully by person in remote ("R") location / on premises / c.

.-pinpoints past/presence/ %future possible occurrences.

.-was cut from, not developed after 1C250.

+ o Security Viewer: While watching the television set, human watcher is notified whenever a change in the scene of the camera viewer occurs.

+-if multiple screens or windows are being viewed simultaneously by guard= that (portion of) "s" that needs attention is marked / 'edited.

--what needs attention: movement; or ba ('behavior analyzer [for 'adapting]) determines type of change may be indicative of illicit activity or other 'designated activity system is 'programmed to catch / 'track.

.-programmed to alert watcher when a certain percentage of the screen changes, avoids the problem of alerting viewer when a bird flies into view.

.-changes in "lens'" "analyzed" via changes in its pixels.

.-at this stage, the view is depicted onto part (user can still watch show) or all of the screen.

-can take pictures in the direction of the sound source: sound -> sound analyzer -> C ('computer and 'software) -> mechanically moves "camera" / "lens" zooms or adjusts electronically to desired location (w or wo (without) moving external camera (in tern drawing attention to itself -> notifying villain(s))

--zoom lens or microscope can hone more into designated occurrences.

.-uses the many patents used to mark or 'track intruders or moving objects.

NOTIFIER =

status of any burglars given to occupant

3A632 Motion "sensor": an elderly person will know if anyone is walking around the room. Compensates for user's own movements.

-they are alerted via beeps [etc] in headphone; small speakers located in designated areas

-for indoor use, whenever a person walks into a room, a beep [etc] sounds when a laser light is tripped (exists yet great for indoor consumer use for this type of elderly market! People don't like the feeling of not knowing what is happening around them)

5A600 PUBLIC MACHINE VANDAL CATCHER: alarms police if any device is being tampered with. For telephones, vending machines, [ticket machines, street lights, elevators, (exists?: toll booths, cash machines)], public transportation, waiting lounges

-receiver senses for: excessive vibration, unusual activity on key pad, excessive heat (sensing fire vandalism)

-(this element might be unique: phony alarm receivers can also help thwart off vandals)

INTERACT =

System 'reacts by 'interacting w/ intruder when it 'analyzes their presence. Forms of 'interaction:

-Trips up burglar: locks up systems, eg: access requirements become tighter; doors lock; guards 'notified.

--Audio 'interactive.

3A180 PARANOIA ALARM SYSTEM:

sends out the cynical laughter of a clever "clown" upon illegal entry. Other messages: sirens then "come out with your hands on head"; breaking glass as if there is another nut on premises; dogs; "hey you come here", "hands up you're under arrest"; weird non verbal sounds; weird cosmic dogs; anything (sounds, etc) especially psychologically geared to scaring either the semi-paranoid and or those on drugs during the burglary; etc. Audio/visual effects proven to deter burglars: laser displays, statements in light appearing on wall(s), televisions turning on with a film/video.

-display may select to show to the burglar: information system has picked up info on burglar eg: their height, weight, race, face picture, etc. Burglar told information is stored in distant, irretrievable, or secret source, or police "C". Burglar may or may not see their own face. Maybe camera/sensors hidden in any number of ways. Output to burglar select audio/visual proven to often psychologically scare/deter or reduce the time burglar wanders on premises.

3A115 FAKE SIREN & ALARM:

if intruder enters, they hear via osc distant siren getting louder (as if from outside, or maybe from water proof speakers just outside window).

Meanwhile the real police might be called in.

3A370 BARKING DOG:

sound [osc] of barking dog upon ringing or person walking up walkway (when laser line(s) is crossed). The realistic sound gets louder in seconds signifying dog is closer to front door.

-as person walks around outside of dwelling the dog barking follows them by sounds emitting from different speakers.

-type of dog barking changes (eg: gets more angry, with or without sound volume getting louder)

-great for people who want the protection of homes, but without the problems of caring for the animal.

-user can have small empty dog house in back of large American yard, to the side (so possibly visible from garden side entrance door)

5A220 SOUND REFLECTOR: each of intruder's sounds (eg: steps, opening of closets, breaking of glass...) are recorded and played back to spook and help deter burglar.
-have the karaoke option convert their sounds into others

TAMPERER NOTIFIER =

PLAY BACK =

1C251 Security System Plays back past incidents: If user heard a strange sound in another part of dwelling, system will play back occurrence. "mic" and or camera focus in direction of sound source.
Applications: for elderly; reduces number of needed patrolling guards; etc. Patentable area appears to be the sound analyzer alarm. Good possibility some visual type analyzer exists.
.-was cut from, not developed after 1C250.
+-a strange sound in some region of home, warehouse (at night), then user can request "mic" and or camera (still or moving picture) to pick up and or replay back sounds (letting user better judge what happened) from the general location of original sound that caused user to be alerted. + See 'track.

General Info On Our Burglar Systems:

+ 4E020 Content & Date Verifier: of (any said) occurrences
-'Burglar systems are very tied to the part 'Track.

3A206 FINGERPRINT MEMORIZER: electronically or chemically remembers fingerprint. Helps preserve prints if outer part of touched object gets mildly changed. Eg: give a pen/glass to someone and its easier to pocket the touched item into a bag without fear of losing their prints.

+ <3, 3, 3, 3> 1C250 VILLAIN IDENTIFIER: 'Analyzer uses wide array of 'sensors in combination with the 'behavior analyzer, to establish presence of any villain.
+ System 'seeks then "analyzes" one or more occurrences (sound, visual changes) then 'reacts.
.-System is better able to make decisions by having a wider array of signals to analyze from, eg: breaking glass followed by someone walking in prohibited area.
+ KN (invention) 'Sensors: any of them are utilized to monitor occurrences.
+ Patentable area appears to be the sound analyzer alarm.

.-Cheaper models simply "notify" (wo analyzing) upon hearing any occurrence within certain frequency ranges (glass breaking).

.-A/V Auditor. Allows user to 'track burglar

-

Misc:

-also alerts if any motion (or only strange) occurs via changes in the camera's viewer; thereby also for scientific use too, eg: quiet changes in a laboratory experiment.

.-video camera(s) can also be activated in similar and or simultaneous modes as with "mic". When replayed, the screen also has displayed "replay".

.-Whenever signals are sent to device, the "mic" for appropriate location transmits and or records the sounds for designating time periods

.-upon ringing of doorbell, user's inside speaker lets them hear what occurs outside door until it is opened and or the first 2-8 minutes, whichever comes first.

.-ap: warehouses, offices (during day and or night); banks; electronic bank cash machine rooms; other areas where this information can use to catch criminals...; for situations where there is a low budget for security staff (makes people more willing to work for less money by having tv to watch, etc; less walking in cold; etc.). Backs up security, eg: a secondary security layer (one layer, live person walking around / second layer, el (w live monitor individual). uip for general research (developing/expanding of database for uip)

-

*o-Incorporates parts of 1C251. Was no. 1C330: Revolving Tape Recorder:

[this is related to another product # which also included use of this system with video security cameras] - hence not opened for public yet

.-Consumer Advertising Slogans: Ever hear a sound and not sure what you heard? Advertising targeted to certain people, such as elderly, slightly paranoid mother in laws, etc.

.-microchips~)(video) tape)=c (memory) keep sounds for certain time, "loop system" can continue recording and erasing older sounds

.-play it back in higher volume if desired; those who want more elaborate systems can later go back to the store and buy additional microphones or other options which can record from different locations to get better sound. During/after the occurrence, sys/u can also dissect / in tern "analyze" past occurrences.

Miscellaneous:

-complex model variations have memorized (sound analyzer) the commonly generated sound in environment = (via uip/cart/learns via m) = and ignore them fully/partially.

.--Eg: unimportant sounds are coded = c (security sys). When unimportant sounds occur -> sound analyzer converts incoming sounds to signals representing type sound -> sound analyzer -> discards/ignores (unless there is a composite of multiple such unimportant sounds per pr in which case sys (electronic system) nr (notifies when 'designated) guard.

-Many additional 1occurances/elements can trigger the (audio/visual/other "sensor" recording/"analyzing" functions:

.--upon one or more limited situations/occurances1 -> a signal is created. -> This signal intern can: activate nearest "lens" / "mic" (for tr/replay to (guard on duty)/sound analyzer/visual analyzer/m/c/etc.

---Eg: 1 = 2 opening of any door / 3 *window / 4 safe / 5 [entry into certain zone (via motion detector / tripping laser light / heat sensor)] / 6 chemical accident (sensor (chemical interaction at sensor) -> signals c (analyzer) -> nr/"lens"/"mic" (lens/mic can help: "analyze" / guard, ascertain what is happening (level/type of danger, how to handle emergency) / 7 earthquake / 8 (el) power failure / 9 vibrations (breaking and entry) / 10 doorbells / 11 tel ringing / 12 verbal calls of help (from anyone w/in "mice's" range / 13 dog barking (see el dog barking security KN) / unusual el (electronic) equipment activity (improper / malfunctioning sounds / function / operation)

+ UIP: memorizes unimportant signal ranges / occurrences = so sys (electronic system) bypasses them in future: --eg: the standard sound and environment, being able to distinguish to the level possible, what appears strange). Unimportant stimuli which may be ignored can cover thousands of types of occurrences, eg: any listed herein. Sample applications, ignores: 50% of certain sounds or visuals / human entries if during working hours, these 50% are determined via pr and likelihood of occurrence / distraction for security versus relative risks (for organization, eg theft/damage).

--eg: 'analyzer determined past occurrences which it thought required 'notification weren't actually important (as determined by guard)= in future such real life occurrences play little or no importance in determining if 'notification to guard is warranted.

.-multi-user: sys may react differently to different people (walking about), according to uip/access of person = sys (electronic system) ignores/seeks certain occurrences = in tern analyzing (via the pr that matches the uip of person). Two different people may make same actions, yet: sys seeks differing occurrences / even if sys seeks same occurrences for both = the "analysis" of their occurrences = could be processed differently.

.--sys develops uip on: u (people, strangers) / lab experiments or their equipment / environmental "analysis" / other research gathering needs.

-

* OTD:

display ("S"): u (user or prospective 'licensee) can analyze situation; pp; mp; date (states the time and date something occurred): timing(s) within certain parameters can be a more/less crucial factor, eg: after 5pm; works as part of other security ("analyzing"/"censoring") systems; all; "mic"; mfh; bp (back up electrical source); alerter; uip; distancer (when any specific items have been moved beyond pr number of meters); access (illegal entry causes signal to sys); basic; cart (type security pr to be in operation, eg: type signals to seek / ignore, [how "analyzer" should function (in determining / 'reacting to trouble, and suggestions sys may give to (u/guard/el device) to help remedy situation)]; "C"=security sys; % interactive (analyzer->determined existence of trouble->fools villain (see KN (invention) which scare villains after security sys notices them) / communicates w (with) guard (guard may ask "Q" about situation); "M" = uip: learn/identify what is and is not a normal sound and or vision / helps "analyzer"; c="mic"/"lens"; contacts security or police via tel ("T"), tr,

mo, m (m=t/mo/tr=police/guard); %morning (wakes up guard (if (w5) it "senses"/"analyzes" guard isn't making their rounds (date/score); motion sounder ?(part B of locator); mp; notifier; osc; uip; pp; printer; * remote ("R") (deactivate system, play back previous occurrence(s)); score; sound analyzer; speech; * played back sounds/visions are synth; tds; uk; uq; vc; visual analyzer is important too.

-D: 1 occurrence -> 2 sensor (3mic/4lens/5chemical sensor/6el impulse = 7 analyzer = 8 C ('computer and 'software) ~ 9 m = 10 tr: t/mo/fax/wireless tr (transmitter) = 11 nr (notifies when 'designated) guard / 12 sys (electronic system) fools villain / 13 sys fights trouble / 14 sys replays scenario / 15 m.

--1 = 'track: see description; certain people are identifiable via their: access/tr (broadcasts code of their identity) / alert k in by guard / person is followed electronically (once sys knows who (w5) to follow (sys unlikely to lose them). 2 = can use non listed sensors. 6 = opening of door/window -> sensor -> analyzer; 6 = Other el (electronic) device notices = nr (main) analyzer/c. 7 = pr / pp / q / cart / uip / score / date / bva / visual analyzer / sound analyzer (1C251 Sound Identifier). 7 analyzer: incoming 7a signals matched against 7b files of (potential incoming) occurrences. 7c = how 7b is tagged, eg: nr (notifies when 'designated) occurs when person w (with) certain uip triggers occurrence 7a->7b. 7=sys seeks specific volume sounds/those from certain directions (determined by: which "mic" is closer (c=direction analyzer; existing "mic" can pick up sounds according to their location in relation to the "mic". 13 = doors lock (trapping potential villain(s) / sys stops fire or chemical problem (leakage) via: spraying retardant(s) / nr (notifies when 'designated) guard. 14 = replays via: osc (stereo)/video/tv/"entertain"%. 15 = 1st or 2nd m needed for additional "analysis" / m = nr (notifies when 'designated) guard / develops uip.

-End of 1C250

Misc:

* 2G18-C52 Anti-theft system: When "uk" into user's transmitter after the theft, an alarm sounds in stolen car, etc. July 93 X NK

C52 = "tel"/tr = mfh = user calls to get W5 on product (pd)

*2G21-C84 Anti-theft Car Alarm memorizes car's position [eg: get N (invention) for distancer used for cars] 29 Aug 92 NK

C84 = "tel" = "notifies" owner if car is (illegally) moved (plus W5 (via C84/PS/GPS)

PATENT SEARCH:

Strategies & Patents via www.qpat.com '74 - 2.97: strategy: (villain burglar thief intruder sensor personality psychology interact) and: class/subclasses (348169/pcl 340571/pcl 340540/pcl 340572/pcl 340568/pcl)

Key words for patent searches. 1C250:

-topic: security, alarm, alert, notify, notice
-reactions of system: alarm, notify, alert, guard
-who: villain, burglar, person, human, thief, intruder
-illicit actions: steal, theft, break in, hack, access, entry, illicit, move*, tamper, unlock, pick (lock), presence (of villain), strange
-locks: password, lock, code, gate, door
-symptoms of occurrences: (unusual/strange) occurrence, sound, glass break, hear, notice
-analyzing methods: multiple sensors, study, compares, combination, database, behavior characteristics, sound analyzer, identify, memor*

1C252 Villain Pinpointer:
-pinpoint: focus, direction (of sound / activity), isolate, seeks (changes)

Misc:
-monitor: observe, view, see, play back, record, film, camera, microphone, sensor
-track: catch, capture, tag, track, follow
-UIP: (learns to) ignore (certain occurrences/sounds/incidents), adjusts
US Patents:

US Patent Classifications search on www.qpat.com '74 - 2.97:
* Class 340, subclass in 500's is good, but didn't search whole subclass. 340 covers: Communications: Electrical
. 340/540 Subclass 540 covers specific condition
-str: 340540/pcl and (security burglar villain hack):
0 patents

. 340571/pcl and (security burglar villain hack);
4123749 tag placed on store merchandise 4498076 4222517 magnetic marker
There are other diverse patents using `markers' and `tags' 5032823 U is 'tagged [their marker is 'tracked]

. 340572/pcl and (security burglar villain hack)
4337462
5099226 Intelligent security system: this patent 'tracks the presence of objects and limits their access, but it's probably not unique in this crowded field.

. 340568/pcl and (security burglar villain hack sensor)
0

Below I had trouble w (with) keying into patent search db:

. 70/57.1

. 250/206.1 * = "distancer"

Copied to file 8/match:

+ 348169/pcl TV: Object tracking

++5473368 Interactive surveillance device: infrared locates intruder, then better allows camera to focus.

+ 5389967 Object tracking apparatus and method of camcorder

5559551 ++5521634 Automatic detection and prioritized image transmission system.

+5570177 Camera lens controlled by distance of object

+5530771 Image tracking device

+5414474 Moving body recognition apparatus

+++ major portion of patents in this sub class are related!

This whole field is very new.

Didn't read below patents:

US Patents General: 5528354 Picture detecting sensor unit.

5601188 Security package w (with) internal pocket for a surveillance tag

5432597 5418368 Wide angle motion detector w (with) close-in reflector

END OF THIS BURGLAR SECTION & TRACKER FOLDER

File: Feature Intro / User

USER – Entity Using Our System

+ All inventions and their users importantly are also depicted in software and or virtual reality form. The software simulates ALL occurrences to the degree possible in mimicking the (idealized) real life example. When a human or user is depicted in the invention: This can be either a real person, or the virtual reality depiction of the user.

-Virtual Reality version of User. When a human or user is depicted: Represents a real living human or other organism. Also represents the virtual reality or simpler software function representing as many functions of the user as possible. Internal (thoughts and feelings) are represented. Ways it can be shown:

--One can click on an 'icon to see what the internal functions are.

--Text and or 'mm is used to describe.

--One can place themselves in a virtual reality suit or other environmental effect with all or some of the human senses and 'mm so that one can closely experience what the depicted user would experience.

. (Human) who are interfacing with the product / system. Person or other party 'licensed to use the features. User generating 'billable 'royalties. User(s) also includes^: multiple people, "accessors" (see "access"). Rarely %animals or subjects of laboratory/scientific study (animals, plants, micro-organisms). *The user machine being served / assisted by the main system, eg: user (c=modem) = Internet; in most cases a person may be the co-user and or replace the machine. Client%, Human observers%, standby %. user may require "Access" to "interact" with product. "Billing": User can choose form different payment / pricing plans.

. User can ask invention questions. Examples: device offers help system showing how to use specific product features; how to reprogram product's features, current time and or date; other needed information; etc.

-Drawing: uk (user keys in) = tr (transmission) = "C" = display/printer/M

.-4E020 Content Date Stamper: Registers and organizes previous occurrences.

-See "Brain": system' feature 'adapts according to circumstances.

-A code (access, electronic `water mark') encoded in sw/data* limits how + feature / system / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

-"Billing": charges per question or per minute.

VISUAL ANALYZER FEATURE

Visual Recognition Systems. Very related to 'Analyzer, 'BA, 'Content Analyzer, 'Tracker, 'Sound Analyzer.

3C-140 OVEN CAMERA: Cook can enjoy the company of her husband or friends in or out of the kitchen without having to go and look at the oven window. Camera shows the state of the item inside. Other camera eyes can also view the kitchen's stove.

-D: camera = visual analyzer (for when elements have changed as designated (via pr)) = c = nr.

-Footnotes: "R"; "S"; pp; mp; uk; date; all; "mic"; alerter; score; "T"; tr; uq; mq.

+2D-270 MICROSCOPE SEARCHER: Have microscope locate the desired element or activity in sample. A visual analyzer seeks for particular objects. System also monitors type visual activity over time automatically, storing information in database.

.-saves the scientist's time looking around

-Display item being viewed onto screen ("S").

-D: c's uip seeks particular stimuli = C ('computer and 'analyzer) = 2D-260's manipulator = 2D-260's microscope

-compiles uip database on desired objects/studies.

-2D-200 Medical Scanner

+ 2E210 IMAGE SEARCHER: Seeks designated images in SW ('computer's 'software ['analyzes]) database or real world. Applications: "Tracking"; Medical diagnosis; Database collection for UIP; Guides robot / vr movements. Many related patents exist.

-Tracking visual images of objects is well-documented field. Eg: US Pat 5473369 Object tracking apparatus.

-functions like software word searches. Except, user requests type image desired, within certain parameters, eg: colors, shapes.

-"Artist" Organizer: "access" all images with designated ("uip") style/type ("score').

-C's (sw): data=analyzer=output (s/printer)

-Elements sought or matched: recognizing faces (is in research now by some other companies); colors; geography; terrain US Pat 5457639; how elements move / change (velocity, grow, degenerate); patterns of (behavior, movement, change, usage, "track"); waves (acoustics - US Pat 5479375); medicine: matches images / symptoms picked up by sys w/ db ('database info to help adapt to 'associated need(s)) -> determines possible disease name, helps doctor determine possible natures of disease by studying symptoms, see related KN, US Pat 5417210; 3 - dimensional imaging, US Pat 5390112; texture "analysis" (fabrics, natural materials) US Pat 5230039

-Applications: db ('database info to help adapt to 'associated needs) for uip or "analyzer"; "track"; vehicle movement / landing (US Pat 5235513); merge w/ other image generating sys, eg: X-Rays, Sonograms, Digitalized images or cameras, "track" sys (electronic system) (seeks villains / characteristics associated with villain behavior).

. Technical:

--not patentable: click on screen picture of rising sun, then system searches database for rising sun. If multiple factors: do part A and part B in each picture match or not?

--maybe patentable: picking multiple attributes, square, circle, rising sun, then search database. Requires algorithm.

--sys identifies what is an eye, next compares eyes.

--image searcher field is old and crowded

--exists? US Patent Office probably is working on developing this N (invention) for their use.

-Comparison of image shapes based on near neighbor data. US pat 5255354.

-Pat Search Str 12.95:

-(image* or imaging* or diagram*) and (search* or locat* or find*) and (computer* or software*)

-(image* or imaging* or diagram*) and analyz* and (compare* or comparison*)

-(image* or imaging* or diagram*) and track*: have many related inventions.

. OTD D: u (user like a client) = This N (invention) Sys () ~ C ('computer and 'analyzer) = ACCESS (designated (chain of) images needed before accessing); ANALYZER (w5 of image; applicability for uip); BILL (); CART (); EDIT (); EDUC (utilizes needed images and associated text; teaches u (user like a client) how to move (for sports, US pat 5390927); MULTI-USER (); PR (type images desired); SCORE (value of

images); STATUS (of image (collecting, availability)); TDS (w5 of images); T (); TRACK (sys knows better how to follow designated element / occurence = because sys gives more clues as to what needs to be tracked as designate element changes (location, characteristics), eg: following red head lady with certain style purse as she travels from airport to airport, or all people with German Shepard dogs of designated size range in metropolitan area shopping malls during January); UIP (); VISUAL ANALYZER (); VR (sys finds elements in real environment (room, outdoors) that meet the criteria for creating the desired effect/situation/occurence/presence (and sys directs u there), eg: u (user like a client) needs place to sit, rest, eat, make t call, stop vehicle safely, stop in geographical position to better (communicate via satellite/cellular t/ avoid rain drops / avoid or get sun rays); WA (vr guides u).

-2E240

-Tracking visual images of objects is well-documented field. Eg: US Pat 5473369 Object tracking apparatus.

Were items [mistakenly] inserted herein for a "voice analyzer"? Such belonging also/more in "sound analyzer"?

MISCELLANEOUS:

-See: 4E-030 Access KN.

+ "Track": Visual analyzer well described in "Track" (Intelligent Monitor 2E251).

-See "Brain": sys' part adapts according to circumstances.

.-2D-050 Locates Direction of Object via: Sound / Camera.

.-A code (access, el (electronic) 'water mark') encoded in sw/data* limits how + part / sys (electronic system) / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".

-2E210 Image searcher

-US Patent No 4875432: color on "score" board changes when the score is tied in (volleyball) "game". ("Visual Analyzer" seeks out such changes in color and "analyzes" them accordingly. The level of "score" / "status" effects the type of color change found on s ('interactive 'screen with 'adapted menu) / nr (notifies when 'designated) of any product / sys; eg: 7G).

-Existing technology called "Vitale": Combines closely related frames of video by borrowing minute elements from one image to enhance the second images. The result is an increase in the number of pixels, which improves clarity. Uses automated visual inspection with semiconductors too. "Vitale" enables a computer to compare to compare multiple images. See "Popular Sciences" magazine issue May 1999 page 53.

2E210 Image searcher: Functions like software word searches. Except, user requests type image desired, within certain parameters, eg: colors, shapes, settings (eg: rising/setting sun).

-recognizing faces is becoming a crowded field.

--not patentable aspect: click on screen picture of rising sun, then system searches database for rising sun. If multiple factors: do part A and part B in each picture match or not?

--maybe patentable: picking multiple attributes, square, circle, rising sun, then search database. Requires algorithm.

---sys identifies what is an eye, next compares eyes.

-image searcher field is old and crowded

-* <3, 2.5, $, $, $-3> Crowded field (many related inventions).

Other Techie Details:

-Patentability issues: when C ('computer and 'analyzer) based color or images represent something in = the VA ('visual analyzer 'seeks & 'reacts to designated 'images) is another (though less efficient) way of sys' knowing / tabulating ("artist's generations) wo (without) the codes. [Copied from "Artist's"="VA" 8.96].

. See: * "access=ba"

-How it analyzes: via the different pixels depicting shape, size, color, distance, type of motion if any.

-D: viewed element -> 'camera = creates 'image w (with) its pixels = 'analyzes 'image's characteristics against a 'database of other images or image parts or characteristics = VA ('visual analyzer 'seeks & 'reacts to designated 'images) concludes on the nature of the viewed element = controls any 'designated function in 'reaction to va's interpretation of viewed image.

-What it can 'analyze: the two or three-dimensional objects in real world or such objects in cyberspace [db, sw, internet, 'tracking db]

. Can be "Visual Analyzer" or *"Voice Analyzer". If not sure, it's "visual analyzer".

"Analyzes" images. Sys determines what images are present, then "react" (to images) as programmed (pr).

-D: camera/scanner/s (interactive touch screen) = data converter = c ("analyzer") = tr (transmitter) = function

-+ US Pat No's: search str: (visual or image*) adj analyz* - many related N (invention) in this search. Color image production control 5194891; Detects imperfect seal 5260766; 5140988 Detection of abnormal bone structure in animals and carcasses with (ultrasound); 5164992 Face recognition sys.

-"Edit": Determines how / what (w5) images are "analyzed" ~ processed.

.-Alerts when camera sees a change in its view. Works via pixel analyzing system. Differences in pixels triggers signals. System may have a storage of all visual effects it is comparing against.

.-images from paper / written onto tablet ("interactive" touch screen) / images stored electronically (cart/c's memory) = image converter = c ("analyzer").

. OTD D: "Visual Analyzer" ~ C ('computer and 'analyzer) =

*ACCESS (to utilize sys); ANALYZER (); %ARTIST (); %BA (); BRAIN (); C ('computer and 'analyzer) (); CAMERA ("tracks" targeted image/object, "lens"); CART (how sys (electronic system) seeks / processes images); M (db of images); %MULTI-USER (each user may have differing uses for "visual analyzer"); NR (when particular (group of) images found); PR (controlling "visual analyzer"); Q (); *R (); ROUTER (sys seeks and tr designated (uip-tailor, "visual analyzer") images); SCORE (how closely each 'image (sys can "analyze") comes within desired image's paradigm); % SOUND ANALYZER (visual analyzer integrates with sound analyzer to: better "analyze" what is occurring (in real life situations, a/v programs, "entertainment" programs));

SOUND VISUAL ANALYZER (); STATUS ("tracks" how images are changing & gives "status" for (how important) changes (are)); SYNTH (); TDS (registers each (file of) sound(s)); T (tr digitized images (after alteration/"editing"/"analyzing")); TR (t, mo, fax); +TRACK (); U (person controlling how visual analyzer works; person being viewed/studied); UIP (uip-tailor: seeks designated images, and alters them via uip-tailor); VR* (converts images as programmed).

-D: camera/scanner/s (interactive touch screen) = data converter = c ("analyzer") = tr (transmitter) = function

-Image db ('database info to help adapt to 'associated need(s)) Searcher: VA ('visual analyzer 'seeks & 'reacts to designated 'images) scans db ('database info to help adapt to 'associated need(s)) / world wide web for "designated" images ("routes" it and any attached text / page / web sight text / other images) to= "designated" file.

. US Patents. Boolean search parameters:

-str: (visual* or image* or picture*) adj9 (analys* or analyz*).

-US Patents: 5471252 estimating motion vector fields.

. Optical Character Recognition SW: "analyzes" handwritten text / % other "images" (via enhanced VA ('visual analyzer 'seeks & 'reacts to designated 'images) sw).

-"Billing": bills for time used / "accessed".

END OF THIS VISUAL ANALYZER FILE, FOR THIS PAT APPLICATION

File: Features Intro / VR

VIRTUAL REALITY FEATURE:

6B630 Virtual Reality Voyager: Child experiences his movements in new ways. Body movements are converted into creative audiovisual effects. Example: each leg's movement sounds like steps made in the forest, while the scenery on the screen changes according to how he walks.

-Walk Thing: amplify and alter the sounds created by your walking around.

+-sound like you are walking: on a beach; through forest; on pile of tin cans (for humor); through water; etc. 83

-you can walk around the room, yet it sounds like you might be walking on: sand, snow, autumn leaves, sloshing in shallow water by seashore or lake...

-each leg movement triggers the sound making mechanism

-the speakers can be for the air, or via portable stereo headphones

-makes walking to work, etc more interesting

-user can create different sound effects of many of the choices listed herein

-uses the existing pedometer technology as part of the system (pedometer counts the number of steps a person makes when walking), plus additional technology
-this is an early type of "virtual reality" product
-other titles for product: Virtual Reality Walk, Heaven Walk, Walking Sounds, Walk Maker, Jogger Companion
-additional uses: for jogging (makes it more interesting)
-uses the electronic kaleidoscope (explained in another of our product no's)
.-movements for any other part of body can make corresponding "synth" sounds, eg from movements of: arms (hands, fingers, forearm, biceps, head, upper and or lower legs, etc.)
-OTD:
-different cartridges allow different sound making options; all; "C"; pp (type of sound effect desired); mp; uk; interactive; toy; game; entertainment; "mic" (determines type sound made by user, then synthesizes sound accordingly); exercise; portable; sst; waste strap; bp; osc; vc; score; acts as pedometer too; cart; rpc; cp.
-"Tilt": controls sys' functions: u's objects are R
-copied to 5E020 in 8.95.

3C-230 Magical Virtual Reality: Look around the room and experience all the visions and sounds differently. The camera changes the images like a kaleidoscope. Your headphones alter the room's sounds according to the program you select or the vision you are experiencing. Form of 'Virtual Reality.
-Interactive Kaleidoscope:
Generate different visual effects while looking at the outside world.
.-can do all the standard things non electronic kaleidoscopes can: look out into the real world and see it cut into pieces and moved around (like with glass); develops its own graphics without looking into outside world; etc
.-Select color or black & white options. (Famous photographers prefer picture taking in black & white because it induces greater creativity from viewer - it may have such an interesting effect for some kaleidoscope users too).
.-make alterations in visual effects by: rotating buttons or dials, pressing buttons, moving small levers...
-insert pictures (cartridges, slides, etc) of interesting graphics (eg: abstract art), or pictures of real life. These can be changed to look interesting.

More Multi-dimensional Interactive Kaleidoscope: Activate changing images in kaleidoscope by external sound, motion, temperature
-may be viewed through eye piece, CRT screen, projected onto wall
-if projected onto wall, then unit acts as a device to create an interesting atmosphere in the room
-complex: kaleidoscope works on still and moving images (video, cinema), and can store both types of images; can be edited and programmed to create all types of effects, eg: inserting visual clips into other visual "S" shows
*-may generate sounds according to the images it creates

-AP: people of all ages; can accompany music systems;
OTD: "S"; "C"; pp; mp; uk; mouse; interactive; educ; toy; all; game; entertainment; "mic"; synthesizes incoming sounds; portable; sst; prints graphics created; "M"; bp; osc; vc; egh; score; tgh; md; cart; cp; uq; mq; uip; character.
. PATENTS: didn't do search.
-same as maybe done for "virtual reality".

OTD (Other Techie Details): *5A-610 Invention Store Software; 5A-620 Virtual Reality Invention Laboratory.
-See "Brain": sys' part adapts according to circumstances.
-US Pat No's %: 5310349 5227985 5214615 5185561 5172313 5130794.
-"Edit": Determines how u (user like a client) experiences VR.
.-A code (access, el (electronic) `water mark') encoded in sw/data* limits how + part / sys (electronic system) / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".
-"Billing": bills for how system used; time used / "accessed".

El meeting place:
Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" =
ACCESS (needed for each participant (u) to join) // ANALYZER (how / w5 sys (electronic system) functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u) // NR (when u is asked to respond or should notice designated occurrence(s)) // OSC (verbal communication) // PR (how each u "interacts" w/ each other / sys) // Q (answered differently according to u) // R ('remote control via 'accessible 'interaction) (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (u) the sending / receiving u (user like a client) are / w5 of situation) // SCORE (of each u) // STATUS (of: each u / their actions) // TDS () // T (how each u "interacts" w: other u (user like a client) / m) // TRACK (progress/changes of each u) // [UIP / "Multi-user" = (each u = experiences / handles sys differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "educ": each u = "interacts" = learns from or teaches other = u (in different manner = uip) // "cart" // "M".
* 5E130 Virtual Reality With Music:
-System increases your creativity
-Music made by user can be incorporated into virtual reality systems tailored for specific customers.
-Dance to your favorite music artists. In tern see them dance in rhythm/style to your dance and the music.
-Select the type background and other elements to accompany the famous music artists. Eg: scenes, instruments (& how they're played)
-The music instrument user is holding/nearby will sound according to the famous artist's music.
-VR: Interacting With Famous Music Artists (FMA)

-FMA are video taped and played back for each branching in the interactive computer ("C") program. User is moved down the branching via: his selection from menu / his behavior and or response is analyzed by system and hence moves him down the branching.
-D: vr/osc = composer/k

* 5A240 Karaoke Video: alters the audio and or visual signals as programmed by user. Makes depiction look different from the real thing. Make people appear as if they are: in another land; of another tribe, country, culture; in a musical band (maybe even with band members in the back); in nature, jungle, beach, large balloon, space, spacesuit; with the body of beautiful model or star actress/actor in clothes or bathing suit (body can be moving or stationary); with other friends in bar, house, etc and they are all happy or prancing around.
*-Additional feature for current sing along system. Camera catches user's image and alters it.
-Applications: entertainment, creates group spirit, shows people what it would be like to take on new job - eg: movie director shows how they want actor to act in movie script, dance, succeeding ins school, graduating, success in business, etc helping with positive behavioral enforcement.

* 5A250 Scene Selector: take shots of people, animals, plants, etc and change the scene to whatever, eg: jungle, foreign country, etc. User simply selects from desired scene before or after taking shot or during development of film.
*-All done electronically. Selection of scenery just before shot is of greater marketing interest.

* 5A620 Virtual Reality Invention Laboratory: Discover new ways of using and designing inventions. Programmable by manufacturer and user. Studies prove this boosts research and development results. "C" software versions have much lower development costs.

Software Version: select type product and see how it can be played with, eg - "robot" for: walking up stairs, cutting food, etc; "massage machine" for: massaging futons (Japanese bedding which needs to be beaten to be kept flat), massage people, pets, etc.
-Virtual reality version later
-OTD: "R"; "S"; "C"; pp; mp; uk; mouse; interactive; educ; toy; basic; game; enter; portable%; printer; "M"; osc; vc; egh; score; tgh%; md; cart; tr; mo; cm; uq; mq; uip; character; clap.
.-4E020 Content & Date Verifier: of (any said) occurrences, eg: "tracks" occurrences; "analyzes" occurrences (for uip).

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* VR SECTION - Maybe Read Later:
-OTD: *5A-610 Invention Store Software; 5A-620 Virtual Reality Invention Laboratory.
-See "Brain": sys' part adapts according to circumstances.
-US Pat No's %: 5310349 5227985 5214615 5185561 5172313 5130794.
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.-A code (access, el 'water mark') encoded in sw/data* limits how + part / sys (electronic system) / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".
-"Billing": bills for how system used; time used / "accessed".
-El meeting place:
Improvement on US Patent 5347306: "C" ~ Animated electronic meeting place for: business / "education" / "interactive" meetings / "games" / "entertainment" =
ACCESS (needed for each participant (u) to join) // ANALYZER (how / w5 sys functions as desired (according to uip-tailor/pr/k)) // EDIT (actions/statements/responses from u) // NR (when u is asked to respond or should notice designated occurrence(s)) // OSC (verbal communication) // PR (how each u "interacts" w/ each other / sys) // Q (answered differently according to u) // R (u's control / communication device) // ROUTER (each participant / their communications, routed differently to others = according to: who (u) the sending / receiving u are / w5 of situation) // SCORE (of each u) // STATUS (of: each u / their actions) // TDS () // T (how each u "interacts" w: other u / m) // TRACK (progress/changes of each u) // [UIP / "Multi-user" = (each u = experiences / handles sys (electronic system) differently = according to u's unique uip-tailored sw)] // "artist" // "composition" // "educ": each u (user like a client) = "interacts" = learns from or teaches other = u (in different manner = uip) // "cart" // "M".
-+ All inventions and their users importantly are also depicted in software and or virtual reality form. The software simulates ALL occurrences to the degree possible in mimicking the (idealized) real life example.
--When a human or user is depicted in the invention: This can be either a real person, or the virtual reality depiction of the user. See 'User.

☺ END OF THIS VIRTUAL REALITY CENTRAL DESCRIPTION FILE ☺
File: Feature Intro / W5

W5 - The FIVE ELEMENTARY W's

The five W's: Why / When / How / What / *%Where. Two* or more of the five W5 (what, where, why, when and how) apply. (Information from) each of the five may influence one to four of the others.
..-Some of the ways^ in which the electronic product can determine each of the five in order for the system to then process the information.
. WHY: "uk"; system analyzes how it is being used; * data retrieved from "M"; MQ; ADAPT (system can know/guess from past experience in related situations); score

. WHEN: "tds"; * "uk"

. WHERE: "uk"; * positioning system ("ps", "GPS"); * adapt (system can know/guess from past experience in related situations); MQ

. HOW: system analyzes how it is being used; * UK; *MQ

. WHAT: "uk"; MQ; adapt(system can know/guess from past experience in related situations).

.-4E020 Content Date Stamper: Registers and organizes previous occurrences.

-The importance given to any of the W5 (what, where, why, when and how)'s (via "status") determined via: "Brain".

%-"Billing": billing by: When] for time used; different times of day are charged differently; bills by the time of day "accessed" (eg: business hours more expensive (and length of usage becomes immaterial)). How] how system used. Who] "access", "multi-user", some users pay more than others. What] What was utilized. Why] adapt: for why user utilized system influences / effects: pricing / free offers to user in future for trial utilizations so they utilize again and pay money.

-adapt: collects data from= what is "sought"= by use of the W5 (what, where, why, when and how) criteria.

Applications: adapt-tailor; "track"; "access' BA (Behavior Analyzer)".

W5 (what, where, why, when and how) = Who, What, When, Why, What.

* W5 (what, where, why, when and how) SECTION – Read Later; Two* or more of the five W5 (what, where, why, when and how) apply. (Information from) each of the five may influence one to four of the others.

..-Some of the ways^ in which the electronic product can determine each of the five in order for the system to then process the information.

Why: "uk"; system analyzes how it is being used; * data retrieved from "M"; MQ; ADAPT (system can know/guess from past experience in related situations); score

When: "tds"; * "uk"

Where: "uk"; * positioning system ("ps", "GPS"); * adapt (system can know/guess from past experience in related situations); MQ

How: system analyzes how it is being used; * UK; *MQ

. What: "uk"; MQ; adapt (system can know/guess from past experience in related situations).

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-ADAPT: collects data from= what is "sought"= by use of the W5 (what, where, why, when and how) criteria.

Applications: adapt-tailor; "track"; "access' ba (Behavior Analyzer)".

File: Features Intro / WA

WA (WALK ABOUT) FEATURE

IN GENERAL: Transmit and receive data (entertainment, useful information) via wireless.

D: 1 base (output) = 2 [transmitter/receiver] = 3base (output) / 4 M / 5 Output/function

Notes on D (drawing of a variation) (Diagram): 1/3/*4: there can be one, two, three or more of each

-OTD: access; 13 air pad; artist; 35 balance; basic; 1345 cart; cc; 135 character; 1235 clap; cm; 1234 color; composition (its output is in 35); cp; 1345 date; 1345 display ("S"); distancer (1 interacts with 3, 1 & 3 interact w (with) 4; output in 135; satellite might be 134); educ; educ; entertain; 1345 "C"; 1-5 float; game (3 is portable unit; 3 interactive w (with) one or more 1, 3; cart for 1/3); 1-4 interactive (output useful for human user 135); locator (1 interacts with 3, 1 & 3 interact w (with) 4; output in 135; satellite might be 134); md; M 135 interact w (with) 4 via 2 (5 may give feedback and require data from 4); 135 "mic"; 2 mo; 35 morning; 3 motion sounder; 12345 mouse; 1345 mp; 1345 mq; 134 multi-user; 12345 notifier; 135 osc; 134 uip; 123 **4 *5 portable; 1345 pp; 135 printer; rcp; 135 remote ("R"); 1345 score; 34 sound (outputting results: 12345); 1345 speech; 13 *4 5 sp tel; 3 5 stereo; 134 *synth; 134 tds; 13 *4 tel ("T"); tgh; 13 tilt; toy; 134 tr; 1345 uk; 1345 uq; 135 vc; 135 visual analyzer*; vr.

Additional Features

-Tel: earphone/microphone (pull out/pull down) for radio/cellular tel ("T")

-Entertainment systems: stereo

%-Controlling oven: system can tell you food/oven will be ready in __ minutes, [*and what else needs to be prepared/done]

-Interactive games (video games)

-Alarm clock/organizer (has any of Casio's organizer functions) (states (hear your/system's voice)/displays what needs to be done w5.

-Pager: (mom speaks into intercom telling son: come home/dinner is ready)

<>-"Remote"

.-Using Distancer: know where user of WA is; system automatically tells user not to go beyond boundary / cuts off function(s) if they go out of bounds.

%-any other function in "remote"

-MK: easy one piece system lets you get absorbed in whatever you're doing without forgetting what else needs minding. Never miss hearing the tel ("T"), door bell, oven alarm... again. System is as simple or complex as you want to make it, with 1 to 1,000,000+ features.

-OTD 1: System has one or more of these listed features. Instructions/warnings/alarms given in audio/display/*print out/lights/*[other notifier mode]. Simply program which functions you want the WA to handle/help.

MISCELLANEOUS: Mini Disk: Sony, Sharp. DAT. Sharp Projector. Portable Fax - memorizes - cellular tel ("T") from Sony. Data Disk Man. Electronic Book Player. Electric dictionary: print tiger and makes sound of animal, from Sony.

-Portable Waterproof TV:

D: 1 uk = 2 base = 3 display/4 function

OTD: 2 air pad; basic; 2 cart; cc; 2 color (the color changes according to the water temperature, eg: a part of the base, or entire base; the portion that changes color can be changed if the chemicals loose their effectiveness later); cp; cr; educ; entertain; 2 "C"; 123 float; 4 game (play games in bath tub or shower!); interactive; md; 2 "mic"; 2 morning; 1 mouse; 2 mp; 2 osc; 123portable; 2pp; 2speach; 2speaker; 2sp tel; 4stereo ("uk" controls stereo which is separate or attached system); 2synth; 2**tds; tgh; toy; uk; wa.

o-Watch Remote ("R") Control

-watch display ("S") shows: programs available on TV/Cable/Radio

-additional data is available by using cellular tel ("T") technology. [up to here moved 3.95] >>

>>

-"Billing"

-See 3E061 Motion Tutor: 'Guides users to improve their movements. Device used as a 'remote control.

* Exists: Portable type notebooks. Keyboard is strapped about waist and placed at about belly button level. Have earphones and 'microphone for ['telecommunication/osc/nr].

-Not known to exist yet: attach creative forms of 'remote control.

--Eg like Yamaha's dance Miburi, whereby 'designated body motions trigger corresponding commands. This can help reduce need for keystrokes, especially where having a bulky keyboard is an obstacle. As a keyboard becomes less integral to daily operation it may be placed elsewhere on body in less obstructive location.

Other Techie Details:

-Transmissions/Receptions from "remote" can be to/from nearly anywhere in world. If the initial transmission can't travel far enough, then it is re-transmitted: transmission = reception = retransmission = reception = "C" = function.

-D1: Cordless Headphones/Microphone = sound (re)-transmission(s) -> [headphone/speaker/memory] operate on similar system. Can walk about anywhere and hear/make or collect and transmit sounds. -D2: headphones/*display (eye goggles) = "C"

-OTD #1: -General: Re-transmission is only an option: transmission can be without re-transmission, hence there are either no boundaries, or there is a limited distance. One type of re-transmission is the existing reflection

system that allows transmission of infrared light around corners. WA may utilized these "remote" and or audio functions. "Remote" and audio may be connected by wire and or radio/light transmission/reception.
Instructions/warnings/alarms given in audio/display/*print out/lights/*[other notifier mode]
-Audio: Switch allows audio mode played into: headphones; speakers; %re-transmitted to another audio system/part. vc *-Headphone may utilize one or more headphones for one or more people simultaneously or for broadcast of same/different sounds at different times. Microphone can pull out from headphone (pull out can be solid/only or mostly wire with microphone ("mic") at end); or flip the headphone down from top of head (ear phones stay over ears and the mike is near the chin [instead of being on crown of head at other times].
Automatic Speaker Balancing System 8B-140: "remote" tells sound system via its transmission (tr), the "remote's" location, in tern speakers balance their sound so person w/ "remote" hears sounds from all directions in near-balance.
-"Edit": Determines how u experiences WA.
.-A code (access, el `water mark') encoded in sw/data* limits how + part / sys (electronic system) / program can be: utilized (to operate (other) device(s)) / "edited" / copied. See: "Access", "Edit".
.-OTD D: U = This N (invention) Sys (WA) ~ C ('computer and 'analyzer) =
ACCESS (); ANALYZER (); CART (); K (); M (); %MIC (nr u if there are dangerous/loud sounds in environment, eg: u hears all sound above or beyond certain sound frequencies - kn); *MULTI-USER (); NR (); OSC (U can change from what wa was doing earlier to temporarily enjoy music (stereo)); %PS (WA can know its location, and or give out its location to= M); R ('remote control via 'accessible 'interaction) (); TDS (registers each occurrence); T (has mobile tel features); %TRACK (sys tracks u/wa).
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% Exists: Pedometer combined with Sony type walkman. Sold via Sharper Image '94-95.
. See: *"access = ba" = WA.
. R120 Control walkman via REMOTE control. Sony Model WMWX88: 7.91 MF. Control many other products and in other manners! If few buttons are on this control device then there may be fewer functions controlled.
-OTD:
ACCESS **:(); ARTIST *:(); BALANCE **:(); CAMERA:(); CART *:(); CLAP:(); COMPOSITION *:(); Display ("S"):(); ENTERTAIN:(); FX**:(); "M":(); MORNING *:(); PD:(); PP/MP:(); MQ/UQ *:(); MULTI-USER*:(); NOTIFIER:(); OSC:(); PRINTER *:(); +REMOTE:(many details in "IMI&" file); SCORE:(); STEREO:(); SYNTH:(); TDS *:(); TEL:(); UIP *:(); UK:(); WA:().
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. Info within << >> moved from E\2E in 3.95:

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. See: *"access = ba" = WA.

END OF THIS 'WALK ABOUT FILE, FOR THIS PAT APPLICATION.

CONCLUDES LARGE SECTION FOR COMMON FEATURES
& THEIR CENTRAL DESCRIPTIONS

<<<< INVENTION DIRECTORY >>>>

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. Jet Lag Adjuster
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FILE 3E

3E210 INDOOR GPS EXTENDER:
<4, 3.5, 2, 1*-knows little of GPS>
GPS Satellite Obstruction Compensator. An indoor GPS system. Know the location when transmission to satellite is blocked. Location between multiple ground parts determined via "distancer". Distancer is system of three transmitters which determines location of specific transmitter under obstruction from GPS, vis a vis the three points. These three point's central computer determines global positioning via satellite communication, and communication with mobile units.

Applications: 1] Functions indoors, since GPS signals don't travel through walls. 2] Multiple units used close to the three transmitters can be manufactured without satellite receivers, saving manufacturing costs. Entire system can be moved with the mobile central computer. 3] Helps handle interference of different types: cloud cover, within a mountain. 4] Track missing items. GPS prices dropping, product sizes of all products dropping, hence more applications for tracking. 5] Track and monitor (via "sensors") animals, people.

Tells system where user is, in tern, system responds or routes signals accordingly:
-Pages person (KN (invention)) without needing to disturb entire building.
-Games: locate players.
-Tel rings only in room or building where user is. Doesn't require call forwarding or receptionists forwarding calls. (See: KN (invention)).

Localized tracking systems. This invention combines with one or more of the following:
1] Heat sensors. 2] Loran system: quadruple (plus) system for shipping. Yet this system is broader scoped. 3] Pseudo Lights: transmitters identify location indoors with use of number crunching. Like an indoor satellite tracking system. 4] "Distancer" alerting mother when child walks away. 5] What computer shows for unit's location, and or * activity type.

Problems: GPS is crowded field. Mobile GPS satellite is still bulky. If outdoors, GPS needs to be pointed upward, impairing certain applications. Expensive, but off the shelf parts?

Miscellaneous:

-Tells system unit is in which building; then where within that bldg, eg: floor; room number; * who is using it how (via: "access", uip; w5).

-Trimble Navigation in CA: doesn't know of anyone able to track indoors. (408) 481-8000.

Comments From:

. Saunders: doesn't see need; limited market; expensive.

. Bob Asher: he did much work in GPS, would have hard time staying ahead of market since very crowded already.

. Conrad: each building has types of transmitters, hence u (user) know which buildings they are in without needing a GPS.

-Patentability: combining GPS w/ localized locators, since each exist separately.

-tr in building in same fq (frequency) as with satellites. An extra signal shows which building u (user) is in. U's receiver does the triangulation to determine where it is (vis a vis the building's tr).

--Indoor version is same as outside GPS sys, hence this alone not patentable. However, when indoors, don't know where in relation to rest of globe. Building doesn't move, so building constantly transmits its location to receiver (u) - bldg doesn't need to communicate with satellite.

-FCC?

-Sys also transmits where u (user) (rc) is located. Rc encodes its location and tr it.

-MK: paging sys; receptionist knows to whether they should page or trigger beeper.

-LoJack: car locator, helps identify where stolen. Maybe built mid-1980's.

-Guessing likely exists: u (user) tr their location.

-Time delays from satellite are (artificially) duplicated by sys (system) (via building's tr) to portable receiver (gps). Rc believes transmissions are coming from satellite.

-User might go in and out of several buildings, hence value in linking with global GPS.

-This sys (system) can be used outdoors. Purpose: improve accuracy of locating position. Though many companies are trying to figure how to get around the military's block already.

-Use for getting stolen cars kept in (public) garages. sys (system) states car is in/somewhere in garage. Yet, moment signal was lost sys (system) knows where car is.

Pandescio:

-Type localized locator depends on type application.

-Tracking person.

-Exists Maybe: Stanford Univ's Astro Physics Lab is researching creating greater pinpoint accuracy (for airplane landing).

-System useful especially to: reduce costs (each separate part can more cheaply determine distance elements than via gps); eases situations where a roof or other obstruction can limit communication / * access with satellite (gps).

-"Locator" and "Distancer". Eg:

-Studies number of u (user) / people / animals, for research, adjustment of HVAC (see Mitsubishi's related product as written up in one of Japan's English newspapers about '92-'93).

-Location(s) of [people, animals and heat generating items (machines, black colored objects heating up more than environment in the sun)] identified by heat sensors (any ever made by Takenaka Engineering Co, Japan). Exact location(s) can be determined by analysis of multiple sensors in like manner of: multiple radio frequency receivers identifying objects as explained in these papers.

* 3E-020 GPS Record Keeper: Automated record keeping system records where user was when and for what purposes. GPS and clock record time and places. User keys in their activities. System is portable, and or attachable to vehicle. Applications: business and IRS record keeping; out in the field scientific record keeping. Time saver.

-"Analyzer": system studies the "score", "status" of objects, in terms of their w5, uip, etc.

D1: user or unit = tr(s) ~ analyzer ~ C ('computer) = gps = m.

D2: determining whether portable tr is indoors/out: portable tr = transmits (ongoing) signal (whether indoors or out) = (indoor) receiver receives = then knows the object to be monitored is or isn't nearby.

* D3: playing indoor/outdoor games: players / system knows where other players are -> players / sys (system) responds accordingly.

File: I Misc / 3G

FILE 3G

<2.75, 3, (2-Saunders), 4>

3G010 Tel Ring Delayer: For situations where it may take time for one to answer the tel, the caller may not hear ringing for a while (during which the receiver's tel will begin to alert the receiver of the incoming call). Callers will in tern wait longer for tel to be picked up.

Important Applications:

-Answering machines: program tel to have callers wait until person can get to telephone. Tel answering machine knows when owner is home or not: automatically has two answering modes.
-Intercoms: gives owner more time to answer.
-If caller gets a busy, tel company can still put them on hold. Caller knows their cue position without disturbing receiving party.

Miscellaneous Functions:
-Callers while kept on hold can hear / *read: music; number of people or calls ahead; target person's future schedule so caller might retry attempting communication.
-All existing voice mail functions apply, eg: Callers may opt to leave a message rather than wait.
-Times of poor connections can inform parties on other ends: wait; nature of problem, eg: poor transmission quality. User or system can select or self-determine nature of problem, in tern give (nr, osc) applicable "status".
-Incoming calls routed by: caller ID, extension number requested.

System knows owner's/user's location via:
1] 3E210 GPS Satellite Obstruction Compensator; 2] localized location determinators (KN (invention)) at: garage driveway, garden, bathroom (shower), noisy workbench; 3] "sensors" "analyzing" for activity in the dwelling, eg: human vibrations, speaking; front door opening - analyzed with combination of other sensors; 4] owner selects from ten plus outgoing messages, eg: "I'm in back yard, leave message or call back in an hour", "I'm driving to/from work/home"; 5] incoming calls are (already being) forwarded. 6] User triggers small portable device (couples as: pager, door opener, remote control, watch, *organizer) which activates type outgoing announcement.

Problems: Need to probably license to phone monopoly. But cheap to just get patent then license? Need to do public relations to get phone company to adopt system. Likely someone thought of this in the crowded telephony industry with powerful players.

Delayors also for:
-Door bells
-Street lights (for ambulances, mass transport vehicles getting priority, eg: Dutch buses for which lights change to green).
-Oven temperature reduces temperature when "brain" knows/"senses" u (user) is going to be late/going out of house. Intern, food can cook for longer and be ready hot later without burning.

-OTD D2: This N (invention)sys (system) (t ring delayer) ~ C ('computer) =

Fax (sys picks up fax later); ACCESS (); ANALYZER (); AP (); ARTIST (); BALANCE (); BRAIN (); BVA (); C (); CAMERA (); CART (); COMPOSITION (); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (); MO (); MOUSE (); MQ (); MULTI-USER (); nr (notifier) (); OSC (); PR (); PS (); Q (); R (u controls sys: ring delay when u (user) is away from t); SCORE (); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STATUS (); STEREO (); SYNTH (); TDS (); T (); TR (); U (); UIP (); UQ (); VISUAL ANALYZER (); VR (); WA ().

-caller doesn't hear rings during first (two) rings.

.-signals generated from handset or switching matrix.

-if can do from handset: don't need to worry about the tel monopoly. Easy to find out.

--difficult to find out if: Tel Co switching matrix would dump the call if it didn't get a ring back signal w/in certain time. Ask phone co.

-caller can get sound/osc that says wait (initiated after certain # rings).

-all software implemented regardless of where signal of t being picked up is generated from).

-give more time between rings.

H:

-Drawing #1: caller = t ~ C ('computer) / intercom = tel company C ('computer) processing network (analyzer) = t ~ tel ans ~ C ('computer) = [poor/type connection analyzer] / owner's location analyzer

-Drawing #2: caller dials up = c (pr by receiver's t) = caller hears delayed ringing / receiver hears ringing immediately

-works with fax/answering machines too

-the term `caller' can be replaced with `one who is making the initial contact'; `owner' with `one who receives communication'; `call' or `incoming call' with `sender's action'.

-GPS tells tel sys (system) where u (user) is, hence t sys (system) reacts accordingly.

-problem: signal generated by switching network? Will tel co alter it for you? Switching station receives on/off hook signal from tel (DC signals?). Hold patent until tel co opens their mind?

-OTD D (drawing): T / This N (invention)sys (system) / C =

ACCESS (status of call owner limited to certain parties); ANALYZER (nature of problem/status: where owner is, who caller is (via latter's uip or access)); *CART (owner's location, type osc or vm options); *M (uip, owner's whereabouts, gps); MIC (t, intercom, paging systems); MULTI-USER (each telephony number can: route / distinguish between different incoming calls (via caller ID, access; distinguish who incoming call is for,

via: extension number, voice recognizer); NOTIFIER (tel rings; counts time or number rings made by caller - simultaneously or *after they quit (hung-up)); OSC (tel ring, status for caller, owner); PR (); PS (); Q (how caller* / owner can better use/ alter sys); S (); SCORE (number of messages); SENSOR (); *SOUND ANALYZER (helps determine level of quality transmission); STATUS (); TDS (vm); T (); UIP (); WA (t).

-OTD D (drawing): This N (invention)(T Ring Delayer) / C ('computer) [line drawn to each below N#] =
-2E251 Remote Controlled Camera: Goes into effect when this N#'s "analyzer" determines so as: pr, uip.
-3E010 Mobile Tel Location Notifier: Goes into effect when this N#'s "analyzer" determines so as: pr, uip. Eg: when u (user) is about to enter poor reception area, system allows for extra long ringing (receiver, may or may not know this).
-3E040 Telephone with Selected Noise Canceled when Beyond Designated Distance: -3E041 Telephone with Selected Noise Canceled when Environmental Sounds Are of Unwanted Frequencies:
-3E151 GPS Circumstance Correlator and Controller: Goes into effect when this N#'s "analyzer" determines so as: pr, uip.
-3E210 GPS Satellite Obstruction Compensator: Goes into effect when this N#'s "analyzer" determines so as: pr, uip.
-5E020 Remote Control Stick with Switch: Goes into effect when this N#'s "analyzer" determines so as: pr, uip.
+-5E040 Recording prompted upon presence of certain sounds: Goes into effect when this N#'s "analyzer" determines so as: pr, uip. Eg: user is washing dishes, taking shower, already on tel, snoring, sleeping.
-9G220 Channel Scanner Skips Stations Having Commericials: system lets incoming communication (t) come in more so during commericials.

<3.5, 3-MarkP, 2-Saunders>
3G050 Call Rerouter: If person gets disconnected and redials back, system will (via caller ID) route call to same extension number within large telephone system if extension line is free. Caller got routed around via receptionists, then doesn't know extension they got connected to. Then got disconnected, they can redial. For any subscriber or within mammoth organizations, eg: governments, G.M.

Problems: See 3G010 Tel Ring Delayer. Cooperation with tel co may better allow tracking between most type of tel systems?
Can be done?

* Exists: Recipients can return calls to numbers they missed; caller ID.

Miscellaneous:

-Recipient might keep their line free from incoming calls by keying into computer that they feel they were disconnected.

==

-Saunders: tiny incremental benefit; there are 700 #'s, e-mail.
-Asher: how does sys (system) know caller got disconnected: either the caller or receiver has to press some buttons, eg: "got cut off". Can be marketed since helpful to already be in the tel business.
--if receiver presses button, this (better) allows caller to get back.

-PBX type memory function. How know who it is if caller not via PBX - integrate w/ caller id (CID).
-the caller initiates the return call.

Conrad:
-receiver's tel sends signal (to caller / tel co's m) stating its extension number.
--might need to control all PBX tel systems w/in sys.
--wouldn't need (all this) w/in one telephone network, eg: each call is to an extension number.

-redial: even if not disconnected.

Pandescio:
-easily implemented. Hardware records how patching was done, then this can replicated.

H:

-OTD D (drawing): T / C ('computer) =
*ACCESS (); ANALYZER (caller ID; sys (system) knows how incoming call was rerouted, hence redialing made possible (via memory too)); CART (receiver's location, extension); M (call routing); *MIC (); MULTI-USER (distinguishes between different extensions, tel #'s of recipients); NOTIFIER (t rings); OSC (); PR (routing); Q (allows user or programist to: reroute call; study call patterns (within) organizations); S (); SOUND ANALYZER (converts sounds via synth to make more appealing); STATUS (); SYNTH (); TDS (w5 of calls); T (); UIP (call routing behavior for each caller, each recipient); WA (t)*.
-Drawing #1: caller = t / c= telephone company = (t switchboard at recipient's co.) / c = t.

FILE 4E

< (Conrad: 2.75-pat, 4-mk), 4, 3, 3 > Cheap mf?

4E010 Motion Powered Batteries: Insert rechargeable battery in charging device strapped to human body. Charger gets its energy from movement. Good excuse for exercise while saving environment and electric bill. Joggers induced to keep steady pace by the powering of their walkman radio (wa).

Also Add Converter To:

*1] Doors: outer part w greatest swing motion, or at or with the hinge.

2] Exercise equipment: Treadmills (in tern system requires less/no electricity to run); Muscle building equipment: level or resistance is alterable, and the greater resistance pushed against, the greater the energy developed, eg: bar bells, Nautilus type equipment

*3] Tennis rackets: or any such object receiving banging pressure.

4] Balls: tennis, basketballs, golf, baseball*, etc. 5] Shoes, Pogo stick, walking stick: also harnesses the energy from downward pressure. Teenager can power up their walkman batteries with designer tennis shoes.

*6] Vibration converter attached to: automobiles, trains, earthquake zones lighting up entire cities without power (joke).

*7] Office equipment: keyboards, staplers, drawers, pens.

*8] Toys: autos (exist?); dolls (energy from their appendage movements); race & train tracks; yo-yo's (KN)

9] Rollers, wheels: bikes, autos, carts (shopping).

10] Stair steps, walkways*: as one steps down, the energy created gives some upward boost to human walker, resulting in less total human energy exertion.

-Safer Applications: Exercise step-mills (type treadmill) with hold bars. Lights up stairway. The pressure needed is great to push down a few millimeters, hence more stable ground surface like carpet padding.

11] Pet Dogs. 'Rover' name for trade mark. Battery used to power sys accompanying animal. Eg: powers (monitoring) sys attached to animals (in wild, under study). Reduces need to replace batteries.

*12] Sound converter: converts sound energy into electricity? No clue if talkative managers could push for any research needed. Attach to: microphones, tel, sound "sensors". Joke?

13] Yo Yo's gyration and snap when reaching string end. Kids can power up their toy, video game batteries. Get's traditional parents to purchase a non-crt toy, since kid will need to yo yo before he can play game?

"Score": The more or harder the item pushed, moved, hit, the higher the "score". Let's user's feel: better, more masculine, stronger, productive. Also shows level of exercise (force), number calories burned.

-Screen shows how much energy is being generated by which type action. Software compares results (calories burned, energy generated) for differing activities.

* How Attach: place on object where there is greatest movement potential, eg: farthest out (with widest swing); point where greatest energy can be created, sometimes trading off for the easiest way in which it all can be used, eg: safer, less pressure required by user, product functions closer to how it would normally function

without the energy converter such as with less obstruction, and less bulk or matter (wires, plugs, converter, battery) sticking out.

Miscellaneous:

-type recharger (mode) used depends on type motion most anticipated. In tern, sys can better harness movement energy by: (self) adjusting its moving parts.

-cheap to manufacture?; can see many buyers.

-Harnessed energy can also: -> light up built in lamp, make sounds (osc) which last for certain duration after movement, reduce energy consumption to operate a system (simultaneously).

-Body movements: jogging, walking, hiking, aerobics, swimming (waterproof), chopping (food, wood), working (house construction, farming), dancing.

Problems: Would require much exercise to power battery. Can develop a good motion to trapped energy conversion ratio? Likely somebody already conceived it?

Exists: rewindable spring based watches. Alternator (car).
If questionably patentable, argue need for product.

H:

-osc sounds (buzzes nicely) (louder) according to type/level/intensity of exercise.

-extends battery life. Accompanies other battery life extender sys, eg: solar power.

-Shake battery and its system around in 1,000's of manners and energizes battery, eg:
strap to ankle and job (while losing weight); attach to wheel of bike/car.

-gives extra excuse to exercise; maybe the mechanics are slightly improved upon such similar battery system previously used for watches in 1970's, 1980's*.

-D1: gyrating (wheel) = turns as moved = causes friction = surface area of contact point = converter (friction to electricity) = tr = battery~c~s (score: battery life level)

-Attach to any moving object, sys: things that rotate/gyrate (tires), things that vibrate (excessively, eg: factory machines).

-Adapts to each type exercise. Either different devices or device adjusts its way of harnessing the type motion as its happening.

-Batteries usually rechargeable.

-OTD D: This N Sys (Battery charging sys) / C =

**ACCESS (); ANALYZER (how battery is (better) getting its energy supply; how its being used *); CART (the battery itself is cart which slots/attaches to sys that taps movement and converts to energy for storage into battery); EDUC (s shows how much energy is being generated by which type action (w5 shows up

simultaneously/later (via memory=c))); M (analyzer)*; MIC (convert sound energy -> battery power)*; MULTI-USER (sys shows/memorizes (c) who & w5 energy was obtained and via what means (activity, rate of energy generation)); NOTIFIER (u told when battery life is near end / battery storage at maximum capacity); Excess energy generation (beyond max storage) (can) activates: osc (music), heat, cooler, other pr sys/function); PR (w5 battery recharging to take place; u can take out converter from system when (w5) they choose); Q (sys asks u w5 re sys; u asks w5 q); S (score); SCORE (w5 battery recharging: when, where%, how (type, rate, duration of activity), what (was charged, for what application will/was battery used (dev uip); SENSOR (is mechanical/el; sys (automatically, manually (via u making mechanical adjustment) adjusts itself to better tap into type movement); STATUS (battery level); TDS (amount of energy collected when (w5*)); *UIP (); WA (battery sys attaches to wa).

=

-OTD D2: (Body / Machine generated) Motion = This N Sys (Motion Powered Battery) ~ C = ANALYZER (pr for how sys will better convert (movement) energy controlled by: "brain"/k/(motion) "sensor").); AP (energy is ideally not stored but immediatly used inorder to reduce energy loss -> applications: powers up: lights / osc / the el sys itself); CAMERA (); CART (); DISTANCER (); EDUC (); GPS (); K (); MQ (type of movement); MULTI-USER (each u moves differently; different u determined via: k/access); NR (when maximum (usable) energy isn't being generated, or when u is doing too little / *much energy. "Score" knows needed energy level for exercise); Q*; R (); SCORE (); STATUS (energy level (needed) being generated); TDS (w5 energy made = score); T (powers up t); TR (el, *t); U (humans, animals); UIP (analyzer to maximise energy); UQ (); WA ((helps) power any portable el N).

-Asher: exists: tennis shoes lighting up as it walks, maybe motion powered.

Conrad:
-Life Cycle: made exercise bike w led screen powered by cranking pedals.

Pandiscio:
.-Seiko has quartz watch: wrist watch not to wind main spring (not to wind main movement). Electric currents go through (quartz). Converts motion to electric energy. Differs from Rolex. This might make it less likely to patet this invention.
.--Rolex watches, get kinetic motion -> physically tightens spring of mechanical watch.

<(Conrad: 2.5-pat, 4-mk), 3.5, 3, 3, mf-cheap>

4E020 Content & Date Verifier: Basically any event in the universe which can be recorded then digitalized is stored. System then time date stamps the data while making the occurrence's contents unalterable. Registers: electronically sent documents, verbal telecommunication, events captured via a/v camera, etc. "Sensors" and "Analyzers" seek then register certain occurrences which match software's criteria via 2E251 Intelligent Monitor, simpler software.

-Value: this system helps prove what contents were sent versus just, eg: competes with Federal Express' overnight service; even taking to a notary doesn't prove that item was sent.

Applications:

Documents: Send electronically and have such transmissions and their contents registered. The post office's certified mail system doesn't easily enable senders to prove contents of mailing. Central main frame computer stores transmission time, contents, and time received or file opened. Send via e-mail, fax, etc.

-Printed communication verification: From banking to buying houses to general contract law related matters. In business, contract terms specify how notices are to be sent or received. If the post office is the market, obtaining a supply contract could be difficult, but don't need post office. One can have this verification system even for most of a business' semi-routine communication.

*-Money wire transfers (Exists?), airline tickets, passport visas.

*-News reporters sending information: receivers want to be sure pranks aren't sending incorrect data for world publication.

-Signature verification:

Audio / Visual Occurrence Verification:

All events that can be converted to digital form are recorded, then stored for unalterable registration.

-Type functions:

1] Shoot still/moving film which is transmitted (via modem) for registration.

2] A/V and technical (chemical reactions) results from scientific experiments registered. Eg: for FDA.

3] All events that are taking place, eg: at court trial, research actions related to `first to invent', banking, laboratory procedures, street monitoring. Also utilizes 2E251 Intelligent Monitor.

4] Verbal communication (with or without the visual mode): phones (t); live speaking recorded onto microphone.

-"sound analyzer" converts spoken words into text [as is technically feasible]. Applications: allows key word searches for text; reading text is faster/easier than hearing extended conversations.

Organizing, Processing Data:

-Reduces human error factor for mislabeling occurrences for: time, type activity (w5), uip. Computers can more readily: locate, utilize, understand, alter, "analyze", "score", "status" data.
-Helps develop: databases; uip; status.

Marketing: Customers simply send data to our company via fax, e-mail, airmail, delivery, etc. We then store data electronically and in paper form.
* -Retransmitting to final addressee: 1] Air mail registered: our clerk takes to post office, gets some certification of mailing. 2] E-Mail: Use existing verification modes. 3] Fax: Use existing verification modes, namely have witnesses state they watched the transmission verified as transmitted by fax machine.

Proving who created material and W5: Verifying data was actually sent from, and or created by particular u/clients/(client) sys (c, camera, mic, intelligent monitor 2E251)/w5.
-Sys (at registration service organization (c)) verfies that particular documents were received from sender via: 1] caller ID (CID, mo); 2] "access" (password: identifies sender / allows sender particular type (uip) "access" into service provider's computer (c). All actions by sender (c) are = tracked = c = memory. Tag (label, code, access) (automatically) sent with (all) sender's communication (to service provider).
-verifying the signature/"access" (password, identifying code of sender): was with the document (from time of transmission -> service provider rc and giving tds). Contents are difficult to tamper. Tracking shows w5 data was: sent (by whom, when (tds), how (modem, fax, e-mail), what (contents of data: text, a/v), where (from sending point, CID, access (only works when sent from particular: locations (gps) / c / sw (which can't be duplicated/copied (wo special permission, access), and if copied such copies are tracked)).
O - (if) signature created/signed (el): u = c. The speed / pauses of signature are "analyzed" (matched w uip of u, *access) for how the manners of writing the signature match w how u signed documents before: when signing up w service, how their signature styles/speeds have changed over time while u used this / other (c) sys.

UIP *
Determining Authenticity of Sender's Identity:
UIP of U: sys "analyzes" / matches as much data about u (their behavior - uip) for all phases during which data is created = stored = sent = to service provider. "Score" for how well uip of u matches service provider's db of u's uip is generated.

Anti-tampering: Make it difficult to alter in electronic memory, and or filed papers what was sent (w5). Each user's own computer might record messages sent / received as well. Any tampering made shows tampering was done (w5).
-This sent/received info stored at sender's/receiver's sight/c useful: u subscribe to sys, in which case they can't tamper w incoming text, but can copy from it. Stays in memory, to help serve as evidence (they received or sent).

-makes it cheaper to record huge numbers of messages.
-client sends message via user of this patent.
-an internet recording system.
-Patentable? Conrad: local computers (networks) record w5, then just add a security system to this to avoid tampering of: dates sent, received, contents.
+-develop node on internet via which messages past through to us, then we send out via airmail (MCI Mail) and or internet or fax, or combinations there of. The air mail letters registered at post office (via human assistant employee) while contents are stored in service company.
-Cut and paste signatures via computer: replaces need to redo signatures. * Same signature always used for sending in particular mediums, or circumstances, helping reduce fraud, and any subsequent study or backtracking.

* Preventing Registration: Beyond legislation.
-Like blocking caller id (CID), certain users can request (electronically) that their actions (sent messages, verbal communication) can't be registered (as having been received).

Problems:
*-Confidentiality: Lose confidentiality because info gets stored somewhere. Data might be patentable if stored and kept confidential at same time.
-Miscellaneous: What's the 'how'? Its the great need that would make this patentable, versus obviousness of solution.
-The On-line services and military have message verifications systems, yet do they verify content without risk of tampering? On-line show if right person got message, or whole message?

H: 4E020 Content & Date Verifier

Preventing Registration - Continued from above:
-Blocking done by: keying in code (access%), maybe at any time before, during or after action or transmission.
-Limited elements might be recorded as programmed by sender or receiver, or type situation (uip).
-Sender or receiver knows if communication is/was being registered. Can trace who (w5) registered data. A code is generated in order to instigate registration mode, hence catching this code, then allows tracer to follow how the data with its code (which is designed to leave a trackable computer trail) moved about; * or was altered and in what form (w5, *uip).

* Software for mass marketing documents via electronic means: Result: is ability to send large numbers of documents via fax or e-mail with signatures in faster mode than doing individually, eg: via standard fax. No

known single software easily gets signatures onto the documents and does the software mail merge function, resulting in excessive time wasted by world, printing to fax a signed letter.

-Details on how this might be done: 1] getting signature into computer easily, via: scanner, *mouse, receiving a faxed signature. 2] Insert the signature into the primary document. 3] Have the fax number in a particular field of the addressee files. 4] Mail merge, creating multiple form letters with differing addressee information. 5] Software seeks the particular field for fax number, and sends documents automatically at designated times.

-We've been told this can be done by altering existing software, but haven't seen this relatively easy task worked out.

-Organizing & Processing Data D:

OTD D1: This N Sys (C=SW for organizing & processing data. / Action Verifier) / C / 2E251 Intelligent Monitor =

ACCESS (better determine who can gain access, working w: uip, visual, sound and behavioral analyzers); ANALYZER (how to file w5); CART (data to be registered); EDUC (); M (storage for: registration, db); MIC (); MULTI-USER (processes differently); NOTIFIER (when one or more w5 elements of a (previously stored) occurrence as pr are met as requested by u); *OSC (); PR (how to process, organize, register, nr data; controlling what to even record and how (w5)); Q (); S (); SCORE (differing scores determine how data/files organized/processed, eg: by uip, db or pr requirements); SOUND ANALYZER (if certain occurrences happen -> (records ->) registered); STATUS (); TDS (); T (tr data via modem, fax, e-mail, pagers, etc); UIP (); VISUAL ANALYZER (if certain occurrences happen -> (records ->) registered); WA (controls sys).

-Utlizes "Tracker" (new IMI part).

-OTD D2: U (send/retrieve info; access) = This N Sys (Registration Verifier) / C =

ACCESS (records w5, eg: a/v data on who walked by); ANALYZER (1] determines which files are more important for memory. 2] Sys isolates particular activities for "analysis". Isolation via: uip / visual analyzer / sound analyzer / comments from live observers (k) / key words. 3] this limited pool of data after isolation gives less data for studying); AP (ba); BRAIN (decides (automatically / as pr) what needs registration / "analysis" based on: key words / access (u/material) / uip (u/material); reduces manpower costs; compiles data for uip/analyzer as needed for purposes other than registration (eg: patent searches, strategic "game".); C (); CAMERA (2E251); CART (see tracking system section); DISTANCER (Tracking (cart in this OTD section)); EDUC (study of information management/security); GPS (); K (access - who can use sys); M (cart of this OTD); MIC (); MO (non central c = m/source c); MOUSE (); MQ (); MULTI-USER (anti-hacking sw); NR (when brain determines likely (score) that hacker is into co sys); OSC (); PR (); PS (); Q (); R (); SCORE (); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STATUS (); STEREO (); SYNTH (); TDS (); T (); TR (); U (); UIP (); UQ (); VISUAL ANALYZER (); VR* (); WA ().

-synergizes with Intelligent Monitor 2E-251.
-this sys tds every type of monitored activity: e-mail, intelligent monitor.

UIP Continued ** For 4E020

Note: this UIP feature too complex.
-UIP also used to: keep out people/u from illicitly entering ("accessing") sys, eg: controlling computer hackers; tracks who is developing data (w5) from idea conception to last registration (w service provider).
-1] "access"; 2%] congruence of type data / A/V u is generating w their past activities (sent to service provider); 3] sw used by u / u's sys; 4] 4E020 Content Date Stamper: Registers and organizes previous occurances that led to current data filed. Via: kew word search / matching images before w after (analyzes for similarities in same/other images w/in sets of text/(visual)data.).
-D: data input = analyzer = memory (mfh, cart, recognizes multi-user) = analyzer = data output = function
-OTD #1:
5A-810-042003 Advisor: compiles and analyzes user's information.
-OTD #2: c; both pp and mp program how they want the system to collect, retrieve and analyze the data in database; uk; tds (when and how elements occurred); im (db); score (score information can be processed for the pi database; and pi can help generate desired scores); cart (for additional data for the database; and or softwares for processing the database); uq (pi database is used to help generate answers about, eg: about user's past preferences and or activities); mp (the database and or software can help prompt questions, eg: to expand the database, guide the user in the right question if the system first gets the right information); access (limits access to sensitive information within all or part of the database (re: uip) to people with the right password).
-Article in "Scientific American", p.64, April 1995. Article title: "Machines that learn from hints" ("analyzer"). Its about: Machine learning improves significantly by taking advantage of information available from intelligent hints; discusses the algorythm process in general terms; gives differing examples, eg: computers judging how much credit to give to credit card applications based on other similar people's past histories.
-OTD Part #1: Electronic device obtains information about the user by one or more of the following: remembering user's previous performance, eg: their abilities on this, or related devices (which transmit uip data to other units via wire, or %wireless); asking questions from user, or "M"; Device recognizes more than one user by multi-user, eg: their codes used to gain access into device. Personal information is stored in memory and used by device to more intelligently tailor itself to user's particular needs.
-OTD Part #2: user can take their cart (their personalized uip for all identical or related products) from machine to machine - intern sys knows who sender is, or limits "access" othewise; different cart effects user's uip differently with the correlated changes in functions; type character changes according to uip (if a display ("S") is used); date; uip data (material being registered) can be viewed on display ("S") and or printed out; uip is used to increase the user satisfaction quotient, eg: entertain, (^possibly by: way in which function operates,

sounds, lights, words are used to better create the type of electronic effect uip indicates is more likely to increase user's positive reaction to using product [test studies are conducted to see the reactions of people in test case studies of 50 - 1000 people]); "C"; % uip can support interactive (by giving the additional data needed to better tailor invention to user; % data obtained for uip's memory from microphone ("mic") (voice recognizer); mouse; mp (how material registered); multi-user (who sent/received/registered material); uip's database guides system's functions (determines the type (how material registered), manner (registration), timing (registration), whether or not to notify, mq, osc, synth; pp (registration); uip database influences printer's print out parameters, score, speech, vc, it prompts - accepts - processes uq; tds (registration); uk. Data (registered material) is also obtained via^: "uk", "cart", "tel", "mo", scanner; UIP (of: material / u (those who deveoped, used , saw info) can be programmed/understood with the help of: psychologists (behavioral analyzer), sociologists, marketing experts; U's city (tel area code/zip code) / caller id (tracks w5 of any occurence).
-D: data input (registration)/output = for "analyzer": tr/rc=c
-utilizes fuzzy logic
.-Sys analyzes u's actions -> database (behavior). Eg, Ubiquitous computing: u carries (tiny) "c" that communicate with other "c" embedded in: appliances, t, cars, walls, KN. Eg: Xerox's Parc Tab, and other products mentioned in "Popular Science" Feb 95 from p.47.

2D-021 Sys reacts (intelligent monitor 2E251, decides what is to be registered automatically) to external products according to w5 they are:
Eg:
-Incoming-Call Identifier - Screener / External Element Identifier: "access".
-Calls from desired tel numbers have a different ring. Hereby caller knows whether to pick up the call or not.
-(Designating different type connections / (incoming) calls related to another of our ideas?): sys responds differently depending on which other N/sys/existing product wants to "interact" with it.
--sys knows identity of other part/sys via its: "access" / code / tel # / uip (behavioral characteristics of N, or U: how it moves / functions / responds (to stimulae from central "C" or "M") / visual analyzer / sound analyzer.
-D: Central Product / Sys = C = sensor / analyzer / uip analyzer / caller ID sys part = tr/rc = External Product / Sys.
-OTD: ACCESS *(); CID (); CAMERA (LENSE) (intelligent monitor 2E251); CART (type uip or senses or data (registration) sought); INFORMATION RETREIVAL (registration); K (); MFH (registration); MIC (); MOUSE (registration); MP (); MULTI-USER (); NOTIFIER (when desired contact has been made with (registration)); PR (registration); PS (location of external product (registered material) is a determining factor in deciding if any/type connection/contact/registration/"access" is to be made); R (); ROUTER (routes external product by their type nature); S (shows status); *SCORE (type registration); SOUND ANALYZER (registered material analysis: a/v material); TDS (registration); TRANSFERING INTER-SYSTEM TELEPHONY (registration of t communication); UIP *(); UK (); VISUAL ANALYZER (registration); VOICE MAIL (registration)

.-A sensor that connects to u (human body, eg: finger wrap; animal*) to read electromagnetic signals generated by the skin. Proprietary software interprets those signals and translates them into actions. Being researched by company: Other 90% Technologies Inc., Sausalito - See Wall St. Journal 1995 (maybe 6.95) article titled: Mind Games: Soon You'll Be zapping Bad Guys Without Lifting a Finger. Finger wrap ver will sell for $100-$200.

-End of UIP - Sub-section. 4E020 Content & Date Verifier

"ACCESS" ** For 4E020

-"Access" has many applications: restricting who has access to view/review/check.

ACCESS (4E020) = OTD: 1 gain access via keying in alpha-numeric combination; 1 or, key insertion; or, 1 with remote ("R"); 2 access can be changed via pp, mp, cart; 25 character; 1 clap; 24 tds (scores w5: when, *how, *what, %why, who gained "access" into system - [may also be used for uip [database]]; 25 "S"; 23 %distancer activates/deactivates lock; 123 access lock can be a physical and or software barrier; 245 "C"; 245 %interactive (activates/deactivates access).

13 signals for activation/deactivation of access can be received and or activated via: microphone ("mic") (sound signals activate/deactivate access); tel ("T"); mo; tr; %fs (correct image eg: signature); remote ("R"); 2*tilt; 2 *distancer (eg: clapper); 245 mp; 24 mq (prior to activation/deactivation; for uip database upgrade); 24 multi-user (individual requires own password or other activator/deactivator to gain access); 245* notifier (who, what, when, %where, why gained access, and or is using system); 25 osc (if password or other activator/deactivator effected desired function, eg: gained access); 24 * uip (access draws on pi's database to mq prior to allowing user access to user; 24 questions for access change according to user's uip (mq an action user made on system in one of [important] previous activities); 24 pp; 24%score.

2 the necessity for the access feature is normally trivial, but assists in marketing, and helps organize differences between multi-user; uip.

1 the type code used in the password (a series of sounds, lights, letter or number combinations, etc) activates and or deactivates the corresponding function reserved for individuals equipped with the password.

24tds of user's past access is used develop his uip. Excessive or insufficient usage can exclude him the uses from some/all functions, trigger "notifier", and inform the user's supervisor via tel ("T"), mo, e-mail.

24 the type of uq can consequently (according to system's uip, mp, pp) affect/control the type of password/manner needed to activate/deactivate; 5 speaker.

.-1R-45 `Dynamic Signature Verification': Write in your password. The system also identifies user's handwriting style. [Developed by: Communication Intelligence Corp, Redwood Shores, California / Riley Design Associates, San Mateo, CA 4.94 PS]

-4C-020 Transmission Lock, w/ other diverse "access" modes.

EXPANDING INVENTION:

-Service provider can be: company which receives / stores / registers+ material; software and or m which does the registration automatically on or off sight / on u's c (sw).

==

-Saunders: <1> 4e020: content verifier. Maybe saw it in NYT, but doesn't know if it handled content. So why was this a 1 score, maybe marketability: narrow markets, need to teach buyers re something they never were wanting before.

-Asher: its doing what computers already know how to do; might exist inside companies somewhere; could be put onto internet as a service (technically possible, or something interesting to make it patentable).

--maybe making more patentable: putting onto internet; making contents unalterable impossible - somebody on internet might learn how to break into code - hence unalterable impossible probably -> then hard copy is notarized (hence improves safety);

--patent search: look more in computer literature than patent database.

--improve how to make material unalterable. Happens automatically. Eg: hard copy is tds, then bound (so can't replace pages). Put material onto cd-rom, tape, or hard disk - back up at each time, or once daily; keep track of who gains access into sys - catching hackers).

--method of access: preventing access to hackers. "Access" for legitamate users.

Conrad:

-Patentability: this is automation of known manual/mechanical task. Need neat twist working w e-mail. America On-Line stores past messages that were sent, but questions of privacy are there.
Key card access systems exist which keep records of who came in through doors. Cameras put date onto picture (probably not done by film developer).

-How can we narrow down this and 2E251.

-world is going e-mail.

-in physical world hard to verify anything. In electronic communication world, verification easier.

-when receiving data, letter states it was also sent to the verification service.

Pandiscio:

-Legal issue could be nightmare for service co.

-Patentability: Nobody else doing it? Retransmitting data helps patentability. Argue real need for it. Since nobody thought of it and there is such a need for this, shows its not obvious.

-services which scrub the message, sender's identity. He is in Switzerland, doing it for free. But he doesn't archive it. Opposite somewhat of this N.

4G280 – Frisbee Type Inventions

FROM NATHAN FOSTER: There currently are illuminated flying disks on the market for sale. The typically use OLED or photon pumps for a light source.

Things to keep in mind. Sensors that contain moving parts will affect the flight of the disk. Recommend using optical sensors instead. Also consider using "persistence of image" technology to display text and other messages.

Nothing found re: current high tech flying discs. This appears to be a fairly open area.

People in Michigan play disc golf. The game came be played with only one disc but serious plays will often have several discs that have different weights and balances much like golf clubs. These will drop serious amounts of cash for a set of discs. Consider developing an automatic scoring system for this game. This could easily be done using RFID and should not be cost probative. END FOSTER.

FILE 5E

<3, 4-pat, 3, 4>

5E020 Remote Control Stick with Switch: Control any device via stick's position in air. Innovative command signals created by simple switch settings, and or each general position in the air (determined by level sensor). Can control: mobile toys, game functions, virtual reality, etc. Especially useful when controlling any device requiring degrees of alteration, eg: opening windows slightly, adjusting positions of remote objects. Allows greater freedom than remote controls and joy sticks. Construction of device in other words: Each switch position allows for different function effect. Eg: stick can be held in 5 different recognizable positions, and there are three switches, in tern there are 5 X 3 is 15, so 15 different types of signals which can be created, hence 15 functions. Stick is wired or wireless.

. Exists:

-Pat Sheehan: things which function according to relative positioning.

. Misc:

-Marketing: Star wars like - ng; has sex appeal.

-see 5E120

. Puppet Version: how controlling puppet is controlled -> desired function in controlled elements (parts).

--electronic puppet control; stick could be in form of puppet (move hand in remote control, in tern control toy).
--D: each controlling puppet's (movable) appendages / parts = half of "distancer" = puppet to be controlled - its alterable parts = "distancer". D2: distancer = C ('computer) = k/causes desired function (osc, moves (via mechanical mode)).
--puppet can be replaced with any 3-D object (w multiple (movable) parts).

. Functions:
-sound generation, "remote" commands, etc.
-also control by: where/how stick is held/w5
-manner in which this R ('remote control) is bent -> triggers associated control signals.

Mechanics:
-different part of stick (w each's own k) can control different products / portions of products, eg: top controls landing/wings, bottom controls speed.

Stick also comes in forms of:
Donut; ball; disk; pliable thick wire; doll.
-Any object, whereby how it is altered/moved generates a signal which is interpreted in programmed manner, eg: whenever toy car's wheels turn the lights of car automatically go on - 5E021.

Depending on stick's angle in the air, controls any electronic product. There may be over 20 air 3-D positions, coupled with three or more switch settings, allowing for (20 times 3 equaling 60 different type signals).
-virtually same N is 5E020.

. Applications. Things stick controls:
-Stick controls music (composing) eg: Yamaha's Miburi.
-(Toy) airplanes, boats, dolls, robots.
+ video games application: player represents his / opponent's / other player's position(s) via stick (s).
-acts as C ('computer) "mouse"
-the control of any (el) device as might be generated via (rather simple) electronic signals/controls, such as via switches/keyboards/etc. Eg:
-output - levels of light (the brightness of light changes while hand moves its distance), sound (decibels), etc.
-music playing (play drums / %key(board)s in air without touching anything). *(Have this N earlier?)
-water temperature (from faucet) - move hand to right for cooler water
-volume control (of T, audio/visual unit, "stereo").
-turning anything on/off
-altering the angle of (crt) display ("S")

+-adjusting sound (balance; "balancer"; treble; bass...)

-changing tv/cable stations; acts as "remote" control.

-Pointer: stick acts like compass, its position is intern transmitted/reflected onto: board / clock (reset time, alarm time).

-opening/closing/raising of: windows, curtains, doors, hoists.

+-Position of (stick) generates a signal.

+--Each position, coupled with positioning of switches ("k") increases number of potential signals from each position (its held in the air).

+-Signal generator: position of hand (object (held by hand)) in relation to the "sensor" determines the signal. This signal can then be interpreted in any desired manner.

-this N (invention)copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.

--can have 100+ positions recognizable.

-more than one hand / object can be used. Different objects can reflect signals (light) from tr differently to receiver, hence creating different resulting signals.

--some signals might only be created using two or more hands/objects/el sticks.

-Adjust/alter/control the type/level (of desired output) according to hand's position in relation to the "sensor".

-to determine at which point the hand/object reaching "sensor", should trigger "sensor", options include: "sensor" responses to the closet point hand/object comes; another simultaneous signal (foot pedal) determines at which point and how the (moving) hand/object should be triggering signal.

-activate/deactivate this sys' remote functions via: switch (k) / remote control function, eg: shake three times at 45 degree by 45 degree (clock's hour hand at 2:30pm) angles, 30 cm away.

-osc/nr lets u (user) know (which command) sys (system) recognized input of (and will in tern carry out) (upon any needed additional commands from user/steps/processes)

-stick / other object may be wired / wireless

-D: hand/object = "sensor" = c (analyzer) = output (light)

.-trade marks: Wish Control.

.-included in IMI& (R)

-copied to better N (invention)file 1.95

-OTD D1: U = This N sys (system) (stick) ~ C ('computer) =

ACCESS **:(); ARTIST *:(moves drawing function (computer's cursor; brush)); CART *:(); COMPOSITION *:(); ENTERTAIN:(); MFH **:(); MORNING **:(deactivate alarm); MULTI-USER**:(); OSC:(); PR:(); PRINTER **:(); Q *:(); R:(this product is also a type of Remote Control unit attachable to products); S:(); SCORE **:(tds); TEL**:(tr); TR: system can be wireless/have wire to c; UIP *:().

-similar to 5E110 and 5E120.

-OTD D2: U = This N (invention)sys (system) (stick, r) ~ C ('computer) =
ACCESS (); ANALYZER (); ARTIST (paint electronically via air motion); BA ('behavior analyzer) ();
CART (sw); COMPOSITION (similar to existing orchestra conductor's stick, yet w/ diverse el (electronic)
functions, compose music by how stick moves, Yamaha's Miburi); DISTANCER (); EDUC (); GPS (); K ();
M (); MIC (); MO (); MOUSE (); MQ (); MULTI-USER (); nr (notifier) (); OSC (); PR (); PS (); Q (); R
(); SCORE (); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH ();
STEREO (); SYNTH (); TDS (); T (); U (); UIP (); UQ (); VISUAL ANALYZER (); VR* (); WA ().

H:
-this item explained earlier (means has an earlier INVENTION(S) #, eg: 1G010?)

D: 1sensor = 2computer = 3transmitter = 4receiver =5function/6other
Notes on D (drawing): 1: senses for/via: a] the angle at which item is held; b] "distancer"/"GPS". 2: memory.
3: transmits via radio, light, etc frequencies (part #1 can be skipped whereby the (laser) light or other
transmission helps identify the stick's location/position/mode. 4: receives light, radio, audio...signals. 5:
stereo/mic/record=playback(stereo)/key board/"synthesizer" system. 6: computer/"mfh"/connected to 5/"pi".

-5E020A: Anything triggers anything: Any action triggers applicable "sensor" which in tern triggers desired
response. In this case, any action is a remote control action (r). Actions include: speaking, eg: clapping
(clapper, "voice"); crossing laser light diodes; closing/opening doors; sitting in tern triggering pressure "sensor".
-5E020B: Toy car lights when wheels turn.
whenever toy car's wheels turn the lights of car automatically go on.
-OTD D (drawing): This N (stick) / C ('computer) [line drawn to each below N#] = 2E251 Intelligent
Monitor: any action 5E020A can trigger monitor; 7G052 Flexed Level Notifier.
*-OTD D (drawing): Any action: talking, walking, moving (part of body), "voice" / *This N Sys / *C =
ACCESS (); ANALYZER (); CART (); EDUC (); M (); MIC (); MULTI-USER (); NOTIFIER (); OSC ();
PR (); PS (); Q (); S (); SCORE (); SENSOR (); SOUND ANALYZER (); STATUS (); SYNTH (); TDS
(); T (); UIP (); VISUAL ANALYZER (); WA ().

<3, (Bob Green 4-Pat, 3-mk), 1>
5E080 System self analyzes best synthesis for acoustics of room/hall. Only nice idea, without having
methodology.

How works:
-Drawing #1: different microphones -> sound analyzer = osc (c)

-Drawing #2: osc -> sound reflects back to "mic" = C ('computer) (sound analyzer1) = osc (adjusted by c; synth).

--Notes: 1: sound analyzer tries broadcasting in different frequencies -> intern analyzing which results best meet requirements as controlled by: (manufacturer's) pr, uip.

-"Analyzer" adjusts system according to: "multi-user" / type music / uip / type application, eg: sounds to boost sales, or make people feel at home.

-how technically possible? The method extra important for determining patentability. -Sys modifies itself via whatever feedback it gets from room. Auto frequency control. Like a standard dolby feature built into products.

-maybe cheap mf once chip developed

-User can also (complement) osc's sound alteration via sys's k.

-OTD D (drawing): This N (invention) sys (system) (Room Sound Analyzer) / C ('computer) = ANALYZER (); CART (); M (); MIC (); MULTI-USER (); OSC (); PR (); SOUND ANALYZER (); SYNTH (); UIP ().

Additional functions:

-"Analyzer": to reduce noise (for neighbors) sys (system) will automatically alter the more penetrative sounds, eg: stronger bass, by taking out the harsher elements (cutting down bass).

-Do a key word search for INVENTION(S) with "synth". Eg: for applications.

-works with 5E090 Wireless Music Band.

-OTD D2: This N (invention) sys (system) () ~ C ('computer) = *ACCESS (); ANALYZER (where to place speakers, how to set osc's el (electronic) settings (as determined by analyzer)); AP (stereo); BALANCE (); CAMERA (); CART (); COMPOSITION (manner of: 1] pre-recorded manufacturer's recorded music (CD, tape, memory) / 2] u's using their composing sys, = determines how osc's sound adjustment sys (system) should be analyzed); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (osc's speakers = mic = sound analyzer = sys (system) adjusts how osc can better make outgoing goind); MQ (for user's tastes (more or less bass, uip)); MULTI-USER (each u (user) has own preferred settings); nr (notifier) (when sound can be improved further); OSC (); PR (); Q (); R (); SCORE (sound analyzer studies how good sound is via differenting circumstances: w5); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (analyzer); SPEECH (); STATUS (analyzer); STEREO (); SYNTH (); UIP (); UQ (); VR* (); WA* ().

<(3.5-pat, 2.5-mk), 3.5> 5E090 Wireless terminals connect to central system.

Wireless Music Band: Each user's device inputs music into central system. In tern central system synthesizes sounds as programmed. System gives cues to players. Targets less experienced users during patent life. Benefits: Reduces costs for multiple portable units relying on single system. Helps music quality, and group's frayed nerves. Greater portability, freedom, sound making experimentation, cheaper recording.

-Limited market: targets juveniles - big market, "wanna be performers", professionals don't need or use professional sound staff.

-sys can also be an accompaniement (need fewer players); not limited to fixing/altering their poor music.

-signal processing feature is what would make this patentable

-can cut down volume of particular players.

-"air pad"

Other applications: any portable N (invention) / feature of N sys.

-"game": each player connected via (wireless) tr to central C.

-portable "c": notebooks

-t = main t sys (system) (w (automatic) receptionist, related KN (invention))

Terminology:

-external units: the mobile/portable units that are connected to central sys (system) (c=brain) via (wireless) tr.

-OTD D2: (Multiple) U = External Unit / This N (invention) sys (system) (5E090) ~ C ('computer) = ACCESS (); ANALYZER (how each external unit interacts with eachother and or central c); ARTIST (group art making - each u (user) has own unit which adds to the group art, eg: 1] each player given only certain colors / shapes / writing modes / time periods - in which to do whatever (art, compose%) they wish.); BALANCE (sys averages/considers each u/player's location.); BRAIN (determines which external parts are: comparatively more important for designated functions considering (w5); to be communicating with which parts of sys, eg: external units #2 & #99 & central c; audio volume to be heard by each u; audio volume that should be generated (to other u) by each external unit); C ('computer) (each external unit can take over (many of) the functions of central C ('computer) via: access, consensus from other external unit (their u), tds (that unit's time slot), uip/score = "game": who is winning game); CAMERA (); COMPOSITION (stick 5E020, Yamaha Miburi); DISTANCER (); *EDUC (learning terminal); K (); M (); MQ (); MULTI-USER (central C ('computer) differentiates between different external units via: access/uip/analyzer); SCORE (game, developing uip); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STATUS (); STEREO (); SYNTH (); TDS (); T (); TR (wireless, cellular, infrared); U (players, receivers of services/transmissions (external unit can be (fairly) passive)); UIP (); UQ (); VISUAL ANALYZER (); VR* (); WA ().

.-OTD D3: [(Each) external unit has such functions) (effecting the entire sys) as listed in following parts]: C ('computer) (5E090) =
ACCESS (); %ANALYZER (); ARTIST (); BVA (); BALANCE (); CAMERA (); CART (); COMPOSITION (); EDUC (); GPS (); K (); M (); MIC (); MO (); MOUSE (); MQ (); MULTI-USER (); nr (notifier) (); OSC (); PR (); PS (); Q (); R (); SCORE (); SENSOR (); SOUND ANALYZER (); SPEECH (); *STATUS (); STEREO (); SYNTH (); TDS (); T (); UIP (); UQ (); *VISUAL ANALYZER (); VR* (); WA ().

<4, 3, 4, 2-Martin> 5E120 Display shows how remote control device or joy stick is controlling device. Example: how air stick is being moved and in which mode, and in tern functions its controlling. Uses 5E020.
-Martin: "seems like standard sw ('software) (software) function".
-5E090 Wireless terminals connect to central system = s / brain / tracker / pr / score / status / uip / wa.
FILE 5G

<Scores for 5G061 higher than 5G060>
5G060 Dyslexia Guiding Window: Adjustable sized mechanical square window lets reader limit the amount of printed material they see at once. Reason: excessive printed material over indulges senses of dyslectic individual.

Misc:
-see thru plastic w or wo border can have different colors w/in the window itself. Eg: white cardboard border and left side of window w/in is yellow, while right side is red.
--other window color combinations: stripes of 2+ colors, each stripe width one letter or wider; shapes (solid big dots, peripheral lines of other shapes) all w/ clear or colored background.
-color background changes over time (because): eyes getting tired need boost or change of color.
-functions can be in sw too, see 5G061.
-many features explained in 5G061.

<3, 3, 4-pat-sw-version, 1.5-mk, 3>
5G061 Dyslexia Software: People with dyslexia need new ways to have letter images inputted into their brain, each letter can be shown in three dimension, eg: the 3-D letter "b" has light shed on it from the left, and "d" has light shown from the right. Software alters letters and colors according to type problem user experiences, eg: different letters have different colors. Optional feature voices text, while user reads improving comprehension while encouraging dyslectics not to easily give up reading.

Search and Replace / Alterations / Adustments:

-User programs (pr) how software will make the desired alterations (nr).

-Software searches then alters particular words causing problems.

-Additional alteration modes:

-since people with dyslexia need new ways to have the images inputted into their brain, each letter can be shown in three dimension, eg: the letter "b" has light shed on it from the left, and "d" has light shown from the right (or opposite lighting).

-certain letters can be altered according to "UIP". Eg: user has difficulty deciphering "b" and "d", hence such letters are treated differently:

--"b" and "d" have different coloring; difficult letters are all highlighted/colored differently from the remaining text.

--those people who can improve their reading can then slowly have the designations of the difficult letters/words be made less and less distinct so gradually all text is the same. On difficult days the distinctions can be made again.

--construction^: software searches for designated letters/words (according to UIP / PP), then alters targeted images accordingly.

-(background) images controlled by: uip / pr / what came w cart/el text. Eg: read jungle fiction and see/hear lions roar and monkeys swinging from trees.

OSC mode while reading:

-Sys knows letter*/word/line/paragraph u is reading at moment. In tern, sys will read out those words (that cause reader problems via pr/uip).

Patentability: (60-70% chance either sw or pvc version). Software signal processing is the patentable issue to some degree.

-Simple ver (Mechanical): placed over printed text. Can scan by hand over written text by hand or el. By hand version less patentable?

.-Pat Search: need to check the modem capabilities of devices available for assisting the partially sighted to read.

Misc:

-sw version: info given electronically: scanned / on-line / cart (floppy disks, cd) -> sw converts text -> s / printer.

-Software uses simple version (5G060) too. Combine with product 5G070.

Software/Plastic versions of Guiding window 5G060:

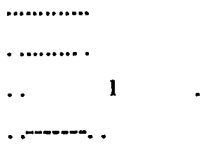
-Examples: see just one or more letters, words, sentences, paragraphs at a time.
-window can have clear and or changeable colored see through plastic. Certain colors backgrounds can enhance reading and or increase comfort
-certain shapes and or letters in the cut-out areas can be shown, if helpful. Eg: user has trouble differentiating between "b" and "d", so the top of cut out (blank) area has one or more "b" letters and the bottom has one or more "d" letters. User can refer to them whenever they need to better remember their distinctions.
*-construction of plastic and or cardboard. Square's window size created by adjust from one to three of the sides.

Sys Analyzes Reader's Speed Via:
-eyeball "analyzer": watch eye movement, each movement represents: a letter, syllable, word, word group; mathematically calculates via (triangular) configuration what eye is seeing, via its position to the shown text (s).
-reader hits key as they progress by: *letter, word, sentence, paragraph*.
-user scrolls text

Misc:
-teaches people to focus; acts like training wheels for bicycle learners, user sees a little at a time, increasing the amount shown, so they don't get overwhelmed.
-SW's images can also be shown in between lines, with or without a special colored backing for these implanted images.
-makes user feel more secure in the swirls of print
-system can have timer and or other electronic analyses for how user's reading skills are improving, eg: speed of reading; increases in sizes of windows.
--system may force/suggest user to speed up reading / increase window size

H:
-this N# changed from 5G060 to 5G061 7.95.
-Software version too. D: sw = c = display (desired effects and 2D (or 3D) images). Has same and more functions than the mechanical version.

-D1: flat (on electronic) version:



The graphics printed onto the card is on the outer perimeter. The inner perimeter is the see thru area. The bars across the middle show a possible position at which the window is partially closed with colored opaque material (can maybe still readily read thru it). The sliding door (comes from the bottom).

-colors used in the opaque shutter / any window (1) cover; plus the colors for the outer perimeter can be chosen by psychologists/dyslexia experts/u, according to the color(s) (combinations) that show best results / preferred by u.

-D2: .....

: b d :

: ..... :

: : 1 : :

: ..... :

:.....:

Notes: The diagram has big square, with smaller square within - labeled 1. 1=cut out window; letters b & d are printed onto outer (non-cut) area, above/below/to side of (reading) window.

.-Epilepsy and Parkinson's have similar symptoms to Dyslexia. Hence these products mentioned as helping any one of these problems can be applied to helping the other illnesses. Eg: via altering the way in which they focus their minds.

-OTD D: This N Sys (dyslectic's sw) ~ C =

ACCESS ("behavior analyzer" studies (reading behavior) intern: only allows those w (dyslectic/unusual) reading style to gain access); ANALYZER (sys adjusts its modifications according to u's needs/behaviors/uip/pr); CART (reading text, sw, multi-media effects, uip, access); EDUC (improves reading, study habits, speed reading); M (text, uip, access*); MULTI-USER (each u's differing reading needs met); NOTIFIER (when reader not reading fast enough / as needed); OSC (); PR (how alter text); Q (); S (); SCORE (speed, tests memory retention of read material); SENSOR (u's reading speed); STATUS (); SYNTH (adjust osc according to: uip, behavioral analyzer, pr, text); TDS (reading speed, score); T (mo); UIP (sys studies reader's (reading) style, eg: speed, comprehension = offering better training / assistance programs (sw)); VISUAL ANALYZER (reader's eye movements).

=

-OTD D2: This N Sys () ~ C =

ACCESS (password shows needed sw / current uip and score of u); ANALYZER (tailoring uip to how data best presented); ARTIST (); BALANCE (osc adjusts sounds according to u's uip for any type hearing problem/needed assistance, eg: sound always louder in u's left ear); CAMERA (scanner); CART (art, tutorial

sw); EDUC (tgh); K (joy stick); M (uip db); MO (); MOUSE (); MQ (); MULTI-USER (); NR (); OSC (); PR (); PS (); Q (); R (); SCORE (studies level of situation (dyslectic problem, u's interest in material, marketability of material) via: asking (dyslectic) u questions to determine: memory retension, speed of reading), uses existing dyslectic / reading tests (sw)); SPEECH (); STATUS (compares u's scores over time, graphs u's improvement curve; analyzer = suggests future types of actions/sw u can use to better achieve desired aims); TDS (); U (dyslectic, general target audience of non impared people); UIP (reading / personal (interest) habits); UQ ().

Additional Applications for 5G061 Dyslexia Software:
-sys tailors presentation of material (sw (text, images)) according to: uip. Purposes: improve marketing / appeal to reader / readability (for non-dyslectic u) / reduces bordom (in reading material via same style/manner)
-U only sees/experiences (via: osc, a/v modes) data that they need/want. Screening of data via: uip, key word, visual analyzer, score (of U matched w level of difficulty of differing available text).

O - System tutors artists in improving their image making:
-D: Artist = Analyzer = C = U (human artist). U draws onto C / material scanned by C / cart (of art work) / tr from other C = C = sought after parameters (as pr) are selected = compared w parameters of tutorial sw (pr) = score/analyzer = suggestions made = visual examples / written commentary / score sheet / suggested books to read (selected via matching of book's UIP w artist's uip (at that scoring time)).
-This an old KN?
-similar to music instructor, yet this is more on the visual mode.

<3, 3, 2-pat, 1.5-mk> 5G070 Speed Reading Software: System helps slow (dyslectice) readers increase reading speed. Each word (or group of words) is highlighted, with or without the surrounding text shown. Optional feature voices text, while user reads. Other applications: learning second languages (pronunciation, speed), normal readers seeking to increase speed, psychological testing (eg: effect verbal mode has on reading comprehension and speed). Combine with product 5A060.

-for patentability (60-70% chance for sw).
-the software signal processing is the patentable issue.
-Dyslexics have slow reading speeds, hence this complements 5G060.

Special handling of particular word:
-long words are (automatically) hyphenated / broken up to reduce word length.
-other words u continually has trouble w/ are marked (colored/underlined) or delineated in some manner (to catch reader's attention). Find such words via: sw search and replace/alter.

-Longer words can receive more time. This feature can be turned on/off, since giving longer time can encourage readers to slow down.

OSC gives a beep sound helping reader w reading tempo: one beat per word/line/paragraph/page. Speed of beep can be pr.

-OTD D: This N Sys (speed reading sw) / C =
ACCESS (readers unable to read / respond to c sw's prompts fast enough can't gain access, this makes it more difficult for computer hackers to gain access when/where (w5*) they are less initiated into sys' functions; those trying to gain access (then failing on initial trials) are more closely tagged (2E251 Intelligent monitor) during any subsequent access attempts they may attempt); ANALYZER (speed of reader determined by sw via: cursor position, rolling of screen [up-down], page turning, how u rates their own speed); CART (text to be read, sw); EDUC (improves reading speed, comprehension (special training sw)); M (); MULTI-USER (adjusts to each reader's needs, uip); NOTIFIER (when reader isn't doing well, eg: too slow); OSC (); PR (); Q (); S (); SCORE (speed, comprehension*); STATUS (); TDS (); T (modem to tr data to be read/converted); +UIP (sys adjusts to user's unique needs: speed, type reading/behavioral disorder); VISUAL ANALYZER (sw's optical recognition alters images (words, pictures) to suit u's uip's needs); WA (s on portable units).

Each word is highlighted / boxed (with or without other surrounding text shown) in a timed manner. User / system selects the speed of movement, allowing user to better focus on one word at a time.
.-user can alter speed, and or press button for system to continue to next word
-related to 5A-060
.-more time can be given to words which are longer, or which are designated by the database as harder to read (based on entire population or from studies with dyslectic peoples).

+-Dyslectic Phonetics Reader:
System highlights / shows each letter/word/sentence/*paragraph at a time. Highlighted material is then spoken out. Also useful in initial learning stages, helping readers use phonetics to read. Reduces needed time for live instructor.

-related to 5A-060.
FILE 7G

PVC ALERTER
<3, 3.5, 3.5, 4, 3>

7G050 PVC (eg, gloves, condoms) alerts user when it has been perforated or come into contact with certain chemicals:

Chemical version: inner layer is of different color in tern exposing itself, or inner layer emits colored substance when punctured. Electronic version: sensor notifies if any contact has been made with specific chemicals on inner, outer or upper surface. Both versions analyze type of occurence in terms of when, and how a particular type chemical contact was made. Biggest benefit is the safety feature for mankind.

WHAT'S SHOWN

Any type of occurence user wants "notified" is shown. Examples of type occurences:
-Conditions of PVC's quality shown: hole; tear; (minor) stretching which could lead later to real tear due to increased weak area; if came into contact with corrosive substance (which could weaken (thinnen) pvc), may have already corroded outer layer of pvc; if pvc is being stretched beyond (desired / pr) capacity, eg: hand too big for glove, or excess pressure.
-Age (of use): if pvc is too old, or been exposed to air/chemical (too long / beyond pr/tds time period).
-Temperatures shown: changes in temperature for contents (tubing, containers, lids) / environment. Different colors represenent different temperatures.
--if temperature has exceeded both a minimum and maximum temperature.
-Biological changes shown: Minute changes in temperature resulting from micro-organism behavior. Type organisms and or what they are doing (w5) shown -> their measurable activities cause "nr" effect (chemicals excreted by type organism's activity, temperature, motion level (amount of friction/vibration) pvc receives, etc.) -> (chemical) reaction in (pvc) -> nr.
--friction level results -> changes in chemical condition of pvc / chemical changes resulting from mixture of studied (moving) substance w/ pvc.
-Chemical type contact shown: different colors represent type contact w: air (quality), Ph level, specific chemical wanted (to be avoided). Percentage of particular chemical content: how dehydrated, sulferic.
-different sides of pvc have differing nr (notifier) according to what that side comes into contact w/ what (w5).

. Identifying type contact made by PVC:
Check PVC later: PVC has miniscule pockets which hold / interact with type condition sought = u's eye / el (electronic) "analyzer" = status on type(s) of contacts made w5.
-pvc includes chemicals designed to interact with targetted substances. Chemical reaction can be seen immediatly / later / how pr - w5.
.--any needed elasticity is still found in pvc.
-certain types of contact whose nr (notifier) isn't readily lendable to inspection by unaided human eye can have glove: held under microscope (w/: certain "lens" filters / see in certain fq, eg: ultraviolet light).

-Eg: sulferic contact made 5 hours ago for 8 minutes, level of sulferic contact / percentage of substance that was sulferic at that time (w5*) was 40-50%.

2] pvc = el (electronic) "sensors" = C ('computer) (analyzer / memory / status) attacheable to pvc = s / C ('computer) / m / cart / gloves / pvc

3] put pvc into situations which will cause subsequent chemical reactions -> see / "analyze" type contact pvc had w5.

-Eg: place glove into chemical solutions / specific type light / certain heat level.

--In other words: a] specially designed pvc comes into contact with potential substances its designed for -> b] pvc then is altered / effected in some manner to create chemical reaction upon which the type occurence (if any) is readily seen via: unaided eye / additional chemical process / microscope / etc. Reason for additional step(s) are: cost or level of sophistication doesn't permit an instant reading for type contact w5; greater accuracy (status, level, w5) for type contact; companies can collect all gloves (w u's name) end of each time period and process them in larger batches -> then nr (notifier) / tell u (user) of any type exposure or use for research study, eg: like semi-geiger counter tablets worn by people in nuclear reactors.

3] Batches: to better acertain w5 type exposure, different batches of chemicals used in pvc are designed for a semi-time capsule effect (each batch becomes effective at differing times, hence the more batches triggered to react / not react, a more precide reading as to type events (when, how much of what, w5).

-different batches can nr (notifier) (seek to show): multiple type contact by chemical type / w5.

-different batches can be attached onto pvc / taken or peeled off / activatable by: pulling tab / color / placing pvc earlier into type solution (pvc designed to hold or work effectively so previous step made is useful for any future identifying for type contact.

-combination of different batches and how they are activated can paint a better picture for: type chemical contact / w5. Eg: substance with two chemicals can be identified when each tab designed for each substance has been effected / nr.

-tabs / batches placed onto pvc are: absorbant for one or multiple stages for determining type contact. Can purchase tabs seperately from pvc. PVC designed to better hold / work with tab/batches by: better sticking w/ tab (so it stays on / can come off); batches don't touch eachother: (markers placed on pvc where any/certain tabs can be placed, markers for tabs set in locations less likely to touch eachother based on what the pvc is designed for, eg: glove (avoiding points where fingers touch other parts of glove.

N EXPANSION

--Expanding NR: color change is "nr". "Nr" can also be via: change of physical (surface) PVC, eg: bubbles, get harder/softer/ more or less pliable / excretes substances (liquid, *powder, smell. Each type of situation can be represented in differing type of "nr" action, eg: blue versus red for temperature, stink smell for danger, and perfume for safer situation.

--Expanding PVC: This n can be applied to virtually any material, eg: glass, metal, *wood, *stone, cement+. PVC can be inter-replaced with one or more of other substances. nr (notifier) simply is shown on such substances.

---Tabs can be placed into material (being studied). Existing products that measure changes of any type related to what's described in this N, are applicable to this general N. Eg: tabs which measure (changes in) temperature, Ph, etc.

---Cement / Paint: nr (notifier) alters via color change; changing of surface texture (corrosive (look), bubbles up)

---Glass / See thru PVC: level of (colored) opacity = nr

APPLICATIONS

-Hazards material handling, plumbing in chemical plants & refineries, municipal wastes, dentist/researcher gloves. Huge market.

-when gets to danger level, "nr" needs to be very identifiable, eg: very bright versus non noticeable colors. Problem: u (user) might be encouraged to rely on n, even if they are forwarned about the danger.

-Gloves / Condom / PVC: shows level of usage / rubbing / friction. Outer layer of glove wears out showing its time to change glove. If using for long time / minor tear, stretch.

-those parts of pvc which got greater usage already -> nr, can let u (user) use other parts to spread the area of usage/wear.

-covering material shows "nr". Covering material / pvc wrap for: seating, table cloths, apron, hats, cover over clothes, pen's handle (exists: pen which kills germs on contact). Acts also like the badges people wear showing what chemicals they have come into contact with.

-PVC kills germs: on contact / upon (semi) penetration (since outer protective layer covers (possibly dangerous) chemicals to anesthetize.

NR: How Shown

-Multiple symptoms are nr: (non-conflicting) differing nr (notifier) are shown, eg: 1] two different colored stripes; 2] C ('computer) = nr; 3] particular digits/visual effects show up on pvc (in differing places).

-U feels something (sting, prickle, acid) upon/after piercing/breakage. Helps incase u (user) not looking at glove.

--D: piercing/breakage of pvc -> sensor / chemical reaction (air exposure / contact between previously isolated (layers)) -> chemical release (acid) / osc

MISC

-Similarities in existing products: there are many two layer things in world, eg: when bending one layer, expose other layers; credit cards which change color after pressing in typed name. Hence, 7G052 might be more patentable because its more complex.

-Label on pvc (glove, condom) explains:

the "nr" is not to be relied upon; "nr" may give hard to identify notice to u; no warning might be given.

--idea is the nr (notifier) effect is better than having no such nr.

-MK: Many people are quite fearful of contamination, the number of such people probably grows annually due to increasing sophistication of population. Reduces chance of: spreading newly engineered micro-organisms, illness (HIV, cancer, (chemical) burns). Salaries for risky chemical / biotech / medical workers is higher, using such gloves reduces risks and save on payrolls. With advertising, employees will demand the gloves. Shipping, handling and manufacturing costs may be low.

-Patent search key words: pvc, poly vynle cloride, rubber-, glove-, safe-, germ-, penetrat-, warn-, hospital, research, break-, tear-, multiple layers.

-wire / other "sensors" on/within PVC when disturbed/altered/effected in any manner described w/in this N, triggers signal (nr) showing level/type situation/problem.

-users seeking to keep down (glove) costs, might wear clear glove above this N's glove. Hence: make wearing gloves over this glove difficult via: ineffectiveness of nr (notifier) in such circumstances (needs air into perforation -> nr); friction getting second glove over this N's glove; nr (notifier) function reduces in effectiveness after glove worn certain time period (have nr (notifier) showing age of glove); will government allow all these sales inducement factors which compromise safety for budget cutters?

-each pvc's section (eg: glove's finger) has different color. Applications: helps identify which section of pvc had which type (w5) occurence.

-OTD D1: This N (invention) (Sys (PVC)) ~ C ('computer) ~ (7G051 / 7G052) =

ACCESS (limited u (user) can know: status, nr; or use sys); ANALYZER (w5 condition/status of pvc condition); CART (sw; plug pvc = wires = el (electronic) elements = c); EDUC (for educational research; lab use); M (analyzer, db); *MULTI-USER (); NOTIFIER (); PR (how analyze data); Q (u asks re condition of pvc); SCORE (# times pvc was: penetrated, damaged, and w5); SENSOR shows current / past / %anticipated (analyzer, uip): (pressure, vibration, puncture, tear, stretch, heat, cold, moisture level, age of pvc (kn) shows change in coloration, other chemical contact, level of corrosion); STATUS (); TDS (occurence of any w5 element); UIP (what el (electronic) sys (system) should watch out for (type problem / situation / activity); VR Glove (VR "Educ" / research tool, "interact" with chemicals / micro-organisms while using VR (visual analyzer)).

-any contaminents / chemicals (not washed off) material (pvc) causes nr. Helps u (user) know cleanliness of surface / work area. This nr (notifier) function applies to: paints, varnishes, formica, *paper (board), pvc (rubber, vynl, bags, (lid) containers...

-OTD D2: This N (invention) sys (system) (glove) ~ C ('computer) =
ACCESS (before (hand) can begin work/enter into (tank), sys' "sensor" = "analyzer" senses if correct type safety glove is being used via reading of glove: ultra violet light reflection, bar code reader); ANALYZER (); ARTIST (each finger creates different color ink (onto: paper / interactive s) via: ink dispenser on each finger / chemical reaction from surface area touched with differing chemicals per finger, and *parts of surface contacted / differing el (electronic) charge or chemical from each finger and how interactive s or other advanced surface interacts/reads each finger); C ('computer) (); CAMERA (2E251 Intelligent monitor only follows particular glove, because glove has: tr (ps), certain color); CART (c / microchip = "analyzes type (chemical) occurence differently. Ink. Chemicals to cause differing chemical reactions (per finger)); COMPOSITION (music glove KN (invention)); K (like music glove, except no keyboard necessary since sys (system) analyzes how finger touches different surface areas - KN (invention)); M (analyzer, db); MO (c); MOUSE (c); MQ (w5 occurences sought); MULTI-USER (); NR (); OSC (); PR (); R (k); SCORE (); SENSOR (); SOUND ANALYZER (); STATUS (); SYNTH (); TDS (); T (); UIP (); UQ (); VISUAL ANALYZER (); VR* (); WA ().

NR: how type occurence notifies U:
-scratch surface / pull off tab to see: color / texture change, printed wording (that shows up depending upon type occurence).

-End 7G050 PVC Notifier.

<3, 3.5, 3.5, 4, 3>
7G051 PVC alerts user when it has cracked, or bent beyond desired amount, in tern releasing colored substance. See 7G050. Inner substance's exposure to air induces discoloration.
-THIS N IS SUBSET OF 7G050.
-Applications: PVC piping. Huge market.
-analogy: cut in skin, causes bleeding, due to air exposure -> chemical change -> color change (in nearby area / lines throughout pvc / (nr = osc)).
-Similarity: Martin - "similar to one-use gauges for determining the stress a package has been subjected to when shipping."
-Shows how far it: has already stretched, and or how much further it might stretch before: breaking, splitting, being unable to give anymore. Each stage of stretch can cause applicable changes in coloration.

<1, 3, (3-mk, 4-pat), 3.5>

7G052 Flexed Level Notifier: User is made aware the number of excessive times and degree of bending material undertook beyond desirable levels. Applications: wire, hinges (exists?), flexible sheeting (vinyl). Electronic sensor analyzes situation: when, where, what, how something was flexed. Useful in R&D labs, eg: testing new product prototypes, specifics applications not identified. Expensive or dangerous equipment feature replacements: airplanes.

-analogy: cut in skin, causes bleeding, due to air exposure -> chemical change -> color change.

-mf for this higher than 7G050 or 7G051

-utilizes invention(s)for pvc parts that change color when: in need of repair, beyond certain age, etc.

+-system valuable when (pvc, rubber) materials used aren't type to readily show excessive wear and tear, or other sufferings.

-R260 "Sensor" judging w5 of flexible nature of element, not ES.

-sys judges w5 object (wire / other pliable material) was bent. Eg: # of times bent (beyond designated parameter) -> nr.

-applications: useful in determining possible future/current* sys (system) failures (due to faulty (broken) wires / pliable elements).

-sensor also seeks for other characteristics that may be watched for (in such potentially faulty scenarios), eg: excessive high/low temperature; (designated) chemical contact; over exposure to weather (elements) / etc. # times element was used or not used correctly/incorrectly/at all.

-El DRAWING: sensor = analyzer = C ('computer) = s/osc/data tr to database (m)/sw holds or analyzes data / score.

.-Chemical DRAWING: (excessive) flexing = chemical reaction (each time) = with build up of residue from chemical reaction = color / substance changes (appearance).

Applications: important / valuable machines where safety is major concern; airplanes; power plants; tel and cable co networks; autos.

How problems identifiedrawing: use special color light (ultra violet) to see for problems - keeps it harder for people to copy/steal invention.

-OTD D1: This N (invention) (Sys, pvc, wire, u) ~ C ('computer) ~ 7G050 PVC Damage Alerter = ACCESS (); ANALYZER (); CART (); EDUC (); M (); NOTIFIER (); SCORE (); SENSOR (); SOUND ANALYZER (sys seeks sounds which might imply (negative) alteration of material in question, eg: sounds of tearing, burning, popping, ripping); STATUS (); SYNTH (sound analyzer (2e010 intelligent monitor) = synth -

> replays sounds in pr manner so u/sys can better "analyze" status/what happed (w5)); TDS (); *UIP (); VISUAL ANALYZER ().

-OTD D2: This N (invention) sys (system) (OTD D1) ~ C ('computer) =
ANALYZER (sw crunches all available data to arrive at prognosis); AP (); ARTIST (); BALANCE (); BVA (); C (); CAMERA (); CART (); COMPOSITION (); DISTANCER (); EDUC (); GPS (); K (); M (); MIC (); MO (); MOUSE (); MQ (); MULTI-USER (); nr (notifier) (); OSC (); PR (); PS (); Q (); R (); SCORE (); SENSOR (); SOUND ANALYZER (); SOUND VISUAL ANALYZER (); SPEECH (); STATUS (); STEREO (); SYNTH (); TDS (); T (); TR (); U (); UIP (); UQ (); VISUAL ANALYZER (); VR* (); WA ().
FILE 9G

<3, 3, 4>
9G220 Channel Scanner Skips Stations Having Commericials:
Disemination of codes from 3rd company source, continually broadcasts signals guiding entertainment system to avoid channels which are in commericial mode at any one time. Charge $20.00/mo.
-system codes type shows, eg: adventure, mystery; u (user) prioritizes type shows they prefer, so when surfing, system gives preference to desired shows.
-Martin: "I don't know how similar it is to existing system of blackened screen between show and commercials."

-OTD D1: This N (invention) sys (system) ~ C ('computer) =
ACCESS (to monitoring organization / u (user) / prevent non subscribers from using service); ANALYZER (uip); CART (sw of uip, pre-recorded entertainment); M (monitoring service); MIC (voice); MULTI-USER (each u (user) wants differing stations to enjoy); NOTIFIER (connection with monitoring service terminated or if problem); OSC (w5 advertising starts/stops; w5 desired programs are (about to be) broadcast); PR (uip; synth; osc; stereo); PS (broadcast shown in room u (user) is in at time); Q (how use sys); S (); SCORE (u's past usage pattern, eg: w5 for type entertainment; T (mo; u's sys (system) / this N = monitor serivice's c); +UIP (); VISUAL ANALYZER (); WA ().

-utilizes KN (invention) which scans (entertainment, information highway, cable, tv, radio) channels / services / forums / nodules which (somewhat) closely match u's uip/pr/type info or service wanted. feature of this particular aspect exists.

-Nr: u (user) told when particular type service / broadcast is (becoming) available, though u (user) might not be looking for it at the time. sys (system) continues scanning / rc (from outside c) in u's c's background mode.

Other (far out) applications: u (user) nr (notifier) when services are cheaper due to drop in usage by other users.

-utility users of: electricity; (long distance / cellular / expensive) telecommunications (t); satillite usage; M usage (database, number crunching, etc); gas (cooking, heating) *.

--u nr (notifier) when services are being less used, hence charges drop at these (unexpected) times, or prices rise at unexpected surges in usage.

-sys can be free for u. Reasons: this selection service provider is slightly biased in inducing clients to engage with certain programs (eg: c airline booking systems are free due to their biasedness); certain type selections wanted by u (user) not allowable by sw; certain channels / services can't be scanned/monitored.

-System determines via its "analyzer" the content of the service's transmission. Intelligent monitor 2E251: C ('computer) selection process sw (software) = u's c sys (system) watches (TV type) shows for = behavioral analyzer (key words spoken/printed, sound analyzer, visual analyzer).

--especially useful when broadcaster / service provider doesn't supply codes / access which helps u's selection sys (system) select for their tastes/needs.

-UIP: u's situation changes by the hour (for business), hence u's needed info changes accordingly = "analyzer" detrmines what needs selecting = this N.

-OTD DRAWING: U (viewer, C ('computer) user, computer programmer) = This N (invention) sys (system) (Data selector) This N sys (system) (service/broadcast selector) ~ C ~ U =
ACCESS (); ANALYZER (); CART (); EDUC (); M (); MIC (); MULTI-USER (); NOTIFIER (); OSC (); PR (); PS (); Q (); S (); SCORE (); SENSOR (); SOUND ANALYZER (); STATUS (); SYNTH (); TDS (); T (); UIP (); VISUAL ANALYZER (); WA ().

File: I Misc / Audio General

Audio Inventions
Innovation Institute

Sound Canceling

MS01: Sound Selection Methods:
Decides what sounds to cancel.
-Invention helps decipher important sounds from background noises.

-'Notifier: To help designate what happened, external unrelated sounds are canceled out. Let's someone better know what happened (W5) when there are many different sounds. EG: Can focus on where sound comes from too.

-can play back sounds.

-with less sound clutter, 'sound recognizer / human(s) ears can (better) decipher nature/type of sound (being) generated.

*

.-Office Cubical Sound Canceling device exists. Avlelec.com

.-this invention might be in one of Steven Kays' older invention databases.

-

Issues MS01:

-slowness in 'reacting to (instant made) sounds.

-connected to MSA02

Jumbling Technical Details (see designated parts file for abbreviated parts).

. OTD DRAWING: U = This N (invention) sys (system) [MS01 sound selection methods] ~ C ('computer) = ACCESS [] // (Musical) ARTIST [] /CART [stored sounds in MP3, etc] // EDIT [text correlated with sounds] // EDUC [learn the make up of different sounds, eg: different sounds of (car) engine (that can be canceled)] // MULTI-USER [each user/system seeks to cancel/seek designated sounds] // nr (notifier) [] // OSC [Form of sound to communicate may (not) be heard by designated parties (with their own sound canceling (shields),]// PR [] // PS-Zone [] // Q [] // R [] // // SCORE [similarity of sound to designated pattern is scored] // SEEKS & REACTS [system responds to any sound that's converted to a designated signal, eg: turn on lights when hearing certain foot steps] // SENSOR [sensors used in helping determine what sounds to (un)select, eg: sounds outside designated phases are however selected when visual recognizer catches a (moving) red (shirt)] // SOUND ANALYZER [] // TDS [all occurrences are TDS stamped and stored in 'database] // T [telephony related sounds apply] // TRACK [follow objects/people with designated sounds - KN (invention)] // UIP [learns what designated sounds (might) be] // VISUAL ANALYZER [] // VR [uses/converts designated (environmental) sounds] // WA [mobile sound selection system].

MS02 Sound Access:

User's transmitter sends multiple sounds to gain access, but only certain frequencies camouflaged within are needed – minimizing chance for others to copy sound; the (unnecessary) sounds can periodically be altered. Should an omitted sound be used to gain 'access, a 'notifier can be triggered.

-connected to MSA01

MS03: Selected Sound Monitoring:

Monitoring/Security/'Access: system can monitor diverse types of sounds, isolating each one, and 'reacting as designated. EXISTS.

--eg: parent can hear their baby cries, while drowning out (most) other sounds, they trained system to 'seek and react / cancel.

--helps combat against situations/villains trying to fool 'sound analyzers by making extraneous/conflicting sounds designed to sound camouflage an action.

-an enhanced feature of 'sound recognition.

-related to selected visual monitoring KN (invention) (earlier invention). MS0

MS04 Selective Morning Alarms:

-Pulsations (sound and vibrational) used to awaken someone, can be of less disturbance to others via pulsation cancellation devices. TOO SIMILAR TO MS03

--In other words: Form of sound to communicate may (not) be heard by designated parties (with their own sound canceling (shields), eg: get awoken in AM by sounds/pulsations that another has canceled out.]

-(Future technology) lets person on right side of bed/room/house hear (alarm) sounds, that can be canceled/muffled in other 'zones.

-Creates better relationships. Eg: the man who might have to wake up earlier might set alarm earlier, for intimately hugging his spouse (who was not jarred by an alarm, but gently awoken).

MS05: V-Room Practice Improvement:

-create a suitable sonic signature (time it takes for sound to bounce off a wall in a room). EXISTS.

-make room sound like a cathedral, theater, bathroom (V-Room Practice (product name) exists from wengercorp.com look under their acoustical products). Cancel unwanted sounds to better improve sound effect.

--V Room being sold is a constructed room, versus stereo type system alone.

MS06: Hearing Impaired's Sound Conversion:

-Convert high frequencies to low frequencies. Hearing impaired hears base better. EXISTS.

-May ignore low frequencies (which can be heard already).

-Pitch shifter used.

-Let person know what the sounds heard are, eg: Morse code becoming a signal implementer.

MS07: Selected Sound Canceler:

(UIP) knows how to cancel what unwanted sounds to cancel: DID PATENT SEARCH.
-Teach system to recognize specific sounds eg: neighbor's dog.
-by frequency
-by location (via multiple microphones, ps).
-duration
-sound patterns: time, frequency and volume
-user teaches system to learn (un)wanted sounds
-sample out background sound, during more quiet times.
-SonicStudio.com has product for canceling selected sounds from pre-recorded material.

MS08: Window Sound Canceling:
Sounds that hit it are (semi) canceled. DID PATENT SEARCH: reverse of this exists (window is a speaker exists.)
-apply a visually clear speaker; or sound pads (is a speaker itself that transfers sound onto the attached to surface).
-Matt Stamos' invention (only his).
-program to designate out certain sounds, eg: neighbor's dog, but can hear kids in back yard.
-Whisper Glass: use window as speaker – exists.

Miscellaneous

Question - Waves:
-Many of the audio and pulsating inventions simply need to incorporate both the audio and pulsating invention qualities described, if only audio or pulsations were listed. This applies but less so to color waves in Visual Recognition systems.
-How expand inventions taking this into account? Maybe incorporate audio and vibrations into "Pulsations" which is an energizing marketable word for inventions as well. Then only use the narrower "audio" and "vibration" terms when both don't apply?
-Visual can often apply so maybe have terms like: P = audio, vibration, visual; and P>Visual = audio, vibration but not visual? Or "P" might be "W" for wave?
-codes help when it comes time for doing diagrams and writing lengthy ideas – otherwise – this might save 10%+ of the unnecessary wordage.
-Maybe square this before choosing on a numbering/filing system?

Note: without getting alarmed, best not to take security related inventions out of the US, until six months after patent application has been filed, unless the patent office states otherwise.

Many of the inventions incorporated have older invention numbers, and Steve's not sure what they are. So we'll really have to clearly specify via abstract what inventions will go into our agreement, to avoid conflicts with other inventions to be licensed. It's often too difficult to find where/what these inventions might be in the KN database.

New Audio Parts
Added To Other Parts Files

Gate: knocks out sounds below a certain decibel. Exits.

Ducker: turns down sound of others when a designated person is speaking/making sound. Exists.

Butt Shaker: Base Shaker. transfers low frequencies onto a surface area. Exists. "Butt Shaker – TM". Uses (off the shelf audio) amplifiers.

Vibration Code: communicates via vibrations, eg: Morse code.

Intelligability: meter states how comprehensible a sound/vibration is, eg: for a large stadium - exists. Will suggest how to fix it.

Sound Analyzers: measures the sound. Meyer Sound in Berkeley has *Sim system. Steve Kays' inventions' part "SA – Sound Analyzer" doesn't necessarily distinguish between sound recognizers and analyzers.

Sound Recognizers: tells what the sound is, eg: speech recognition.

Pitch Shifter: shifts sounds to another pitch.

Transducer: turning a sound into electrical current; or electrical current into sound, eg: microphone, loud speaker, vibrational communicator.

Anti Phase: phase is the curve of sound/vibration set overtime. Anti-phase is the opposite that cancels out a phase.

See Other Applicable (Audio) Parts – Please Add to Main List.

Creatively Combine Parts!

Pulsating Inventions
Innovation Institute

Pulsating Communication

Exists: patent which communicates by vibration code.

MS20: Vibrations/Sound Morse Code Combinations:
-Let person know what the sounds heard are, eg: Morse code becoming a signal implementer. EXISTS.
--simple codes for (ten)
-cell phone vibrates for Morse code; caller ID and blocked calls have different code.
--multiple vibrations (smooth, jagged, deep, shallow, etc) can be used like an alphabetic template.
-different types of vibrations signify if Morse or other code is being used.
-find ways to reduce learning curves, to increase market shares for inventions.
-Words converted to text (SA), that's converted into vibration code.

MS21: Vibration Language:
Words converted to vibration. Non transferable sounds like letters: c, d, f, h, k, s, x could be converted to another sound (that the user could learn). EXISTS.
-like learning a new handwriting style for palm pilots.
-place vibrational transducer on (human) body, on (skull at lower right of ear(s).
-

Vibration Language Applications MSP02:
-hearing impaired: translate. Use something other than lights that hearing impaired often use.
-warning system: NR
-people visually occupied, eg: drivers.
-wrist watch vibrations
-get communications others wouldn't know about.

-vibrate on the hour
-pet communication, put under sleep mat
-alarm clock shakes bed – exists
-send text message, "hi honey I love you". Maybe only one person has 'access to send message. "Love Tap – TM". Cellular Wave (a one way communication). Receive quietly.
-email's subject line is vibrated onto cell phone
-door bell
-'notifier: cooking alarm; fire/emergency alarm
-all other electronic forms of communication to humans/animals/organisms: what else???

MS22 Vibration Language:
Different diodes placed (on body). Each diode can have (four) types of vibration patterns, with each pattern representing an alpha-numerical digit, or term. EXISTS.
-Elephants communicate greatly in base. Study ample research here.
-Linguists study ways people communicate, they might like to explore these novel inventions; and suggest ways humans might best learn/adapt to the communication possibilities, and what those better forms of communication might be.

Notes on MS22:
-Possible Trademarks: V-Comm; Vication; Vimunation (play off communication); Vimmunation; MS Communicator [multiple signal].

Vibration Applications:
-massage
-acupressure and related therapies

MS23Vibration Reader:
Recognizes vibrations, and 'reacts.
-Exists: Bone conduction actuator.
-Medical uses: 'senses heart beats / (obstructed) breathing of lungs.
-Machine/auto diagnostics: identifies problems.
-(Manufacturer might) teach vibration sensor how to 'seek and react.

Vibration Relayer:

-Like existing remote control relayer, it can continue on the vibrational signals (received electronically/vibrationally to other places/'zones.

-Toy (for kids / pets): responds back to how pet plays/pushes/vibrates (what covers/is connected to) the vibration 'sensor. System replays or alters what the vibration reader reads; and can alter response via UIP (of pet, teacher, user).

Pulsating Inventions - Others

MS30: Convert Visual Recognizer's Signals to Vibration Code:

-'notifies for emergencies. DID PATENT SEARCH.

-each color/shape/object has a different code

-scan 'image into vibration

-convert vibration into visual 'image

MS31: Vibration Canceler:

Can reduce vibration from constantly existing vibrations from a machine. Reduces manufacturing costs for the machine. EXISTS.

-functions like sound canceler. Sound is a type of wave/vibration.

-putting something out of phase; reversing the polarity

-senses then cancels the vibration(s).

-Exists: Pressure sensing active control: patent pending. Microphone measures and controls vibrations through pressure.

-Base Shaker: would receive opposite signals from vibrating source (connected to it).

-Measure: vibration source, and vibration being felt. Fluctuation between the two is what anti-phase (may) not get. Put 'sensor on all applicable parts; then combines the two

-select which (of many) vibration(s) are canceled. User can use/focus on remaining vibrations.

.-may use but not required: springs, cushioning devices. Helps achieve results (where invention may not work fully).

Speaker stand Anti-vibrator: reduces sounds sent to neighbors.

-Look Ahead (exists): (sound) reader knows what will be heard ahead of time.

-uses Vibration Analyzer: datastick.com. Knows what vibrations (to cancel) are.

6J040 CORD NOTIFIER

Abstract:
Invention alerts user when electric power cord approaches maximum length of extension available. Another version notifies when cords strapping something down are getting to loose.

In other words: when cord (for power) comes close to its maximum length it "notifies" u. Applications: vacuum cleaner; electric lawn mower; outdoor electric cutting devices, eg: hedge clippers, other saws; etc.

Notifies when (straps, rope, wires, %screws, other %fasteners) used to secure down a device get too loose. Notifications also available when cord is in: dangerous situation whereby it may get severed, or frayed.

This invention seems so obviously needed and is maybe too simple. No previous inventor?

Applications - Type cords:
-vacuum cleaners
-electric lawn mowers
-outdoor electric cutting devices, eg: hedge clippers, other saws; etc.
-cord telephones

Disconnect Notifications - Ways User is told available cord length is nearing the end:
-computer notebooks: system may 'notify user if cord came out, since notebook's battery may die without user's being aware.
-the degree to which it can be pulled becomes more strained. In other words it gets harder to pull further (the less cord there is).
--one method is to use some type of mechanical device that puts more pressure on the cord [releasing mechanism] the less cord is left to pull out.

Ways system identifies when straps are getting loose:
-sensor' analyzes' the level of tension for strap/fastener; then notifies when it gets too loose or tight (something may snap/break). Other ways!

Electronic version D (drawing): electric device = sensor = cord = electric outlet.

Cord Tripping Notifier - System 'notifies when ever a cord may be about to be:
-tripped upon
-when a moving body (person, robot) is about to pull cord so far that either the cord will pull out from the wall or device (automatically designed to do so in such circumstances)
-there is a risk of something falling (which is attached to the cord, or near the corded device)

Sensors' which alert moving parties to dangers:
-Laser light tripper 'notifier: this is placed near the cord(s) and 'notifiers people going by to be cautious (of the cord, or work or other dangers in progress).

Types of cords:
-power cords
-security / anti theft devices [with electronic 'notifiers (activated upon release of a cord or gadget)].
-cords for transmitting or receiving [data, other frequencies].
-pipes for: any liquid; wires; travel (as in tunnels).
-anything to help establish stability
-Miscellaneous: straps; string; rope; wire
-data transmission cords: optical, copper, cable, etc.

Fastening Cords & Other Implements:
-straps; string; rope; wire; etc
-Notifies when ever their 'designated desired function(s) are not a peak operability. Eg:
--[about to get] loose
--cut or fraying or weakening
--unable to take on the [changed level of] strain [to device it is securing].
--% [non flexible] straps or strong implements [placed outside the device being secured]. Eg: wood, metal, plastic bars, strips, pillars or other structures.

What is 'notified:
-cords designed to help establish stability, such as ropes. System may alter when 'sensor notes these cords are unfastening, getting frayed, or simply cut.
--an electrical wire may need to run through [such] cords [as or feature of 'sensors].
-when coiled cords are getting more taut, in other words getting closer to losing their elasticity by becoming straighter.
.-when wrong cord is utilized: not designed for 'designated power usage, or type [data] 'transmission.
-when cord is no longer at peak operability: poor transmission; frayed cord
-when [power] cords get too loose and are laying about. This might be a dangerous situation. 'Sensor simply 'scores the taut level; and if too loose [though 'sensor may not know how much extra cord is laying about]; the 'analyzer instructs the retention device to pull in more cord up to the 'designated taut level.

How tautness is 'analyzed and 'scored:

-the level of pull from the cord or its internal wire must remain [constant]. Any increase/decrease indicates change which needs to be 'analyzed. Such 'analysis in tern decides how to 'react, and if a 'notification is warranted, such as based on the 'score (for how bad the occurrence is) of the incidence.
-the 'sensor into which the cord(s) go into is 'programmed to notify when ever the taut level falls outside the 'designated parameter.
--% the level of tolerance to the taut level may vary according to the 'UIP, wind, time of day (when system is more likely to get agitated), or other security related criteria ('access).

Miscellaneous:
-Device can automatically tighten cord to desired tautness [upon user pressing lever or button]. Eg: extra slack [power] cord can be taken up, but the differing taut level desired for this function is such that it won't cause a disconnection [by taking the cord out of the wall] [since the cord is retracted slowly] in this type circumstance.
-A special code is needed before disconnection. Exists: devices that alert when power cord is taken out of outlet, as an anti theft device; to deactivate alarm the user must use a certain password.

US Patent Search:
-key words: cord*, pull, retract*, retention, notify, warn, alert, taut, wind*
-search strategy on Retractable Cords: cord* and retract* and (pull* or retract* or retain* or retention or notif* or warn* or alert* or taut)
-search strategy on altered cords:
cord* and taut*
--other key words: react* or respond* or alert* or notif*
-US Patents:
* Cord winding apparatus 4177963; *4326339.

. OTD D (drawing): U = This N (invention) sys (system) [occurrence effecting the cord = 'analyzer/'reaction = cord] ~ C ('computer) =
ACCESS [] // BA ('behavior analyzer) [] // CART [] // EDIT [] // MULTI-USER [] // nr (notifier) [] // OSC [] // PR [] // PS-Zone [] // Q [] // R [] // SCORE [] // SEEKS & REACTS [] // SENSOR [] // TDS [] // T [] // TRACK [] // UIP [].

Diagram #1:
person pulling = cord = coil of remaining cord = 'sensor or other reactive mechanical device that 'reacts to the change in remaining cord = 'reaction: 'notification or ability to pull cord gets harder as there is less cord remaining.

Diagram #2:

occurrence that alters condition of cord or strap = (metal wire) 'sensor analyzes that there is trouble = 'notification made or the cord is automatically tightened further by system's 'analyzer to 'designated taut level [per 'program].

6J040 CORD NOTIFIER

This could actually be two separate technologies.

1st) Many materials exhibit a change in resistance when under pressure or strain. A rope could be made that exhibits one level of resistance when taunt and a different level when not. A small electrical charge would be applied to rope an monitored at other end. A change in resistance could indicate that the rope is no longer secure. Other factors could change resistance as well.

2cd) Safety device to prevent over extension of cords. I've seen this done as follows. A 9.5" rope is attached to a 10" extension cord. The shorter rope keeps the longer cord from being over extended. Other methods include adhering a larger ball or stop to the cord. The ball which is internal do the device prevents the cord from being over extended by being to large to pass thru the opening for the cord.

Most likely applications for this would be in hazmat situations where the overextension of the cord would could have serious results.

Invention 3E061 - Human Body Motion Tutor

Don't know how feasible this would be. The technology for this has already been developed much as described here by Hollywood. It is used to capture human motions for more realistic animations.

Have not heard of any therapeutic uses. Most likely would be rather cost prohibitive for the next four or five years. Full body motion suits can be 100k+. Gloves which capture hand and wrist motions are around $100 - $1000 depending on number of sensors etc...

Perhaps developing alternate way of capturing data could lead to more affordable technology.

Also perhaps the technology could be licensed to develop physical therapy applications. Medical technology has traditionally always had larger price tags. May not be feasible for home use but could be for clinical use. Money would be made off of the application of the motion capture system rather than the system itself.

See http://www.vicon.com/applications/life_sciences.html

Vicon Peak motion measurement systems have been used in hundreds of clinical and research laboratories, sports performance centers, universities and other institutions in more than 50 countries worldwide.

Combining the high quality Vicon MX 3D optical marker-based technology with the long-established digital video-based 2D and 3D technology of Peak Performance, Vicon Peak offers a unique range of hardware and software to suit your needs as well as your budget.

Whether you want the world's most accurate and powerful optical marker-based solution or the unrivalled flexibility of a digital video solution, Vicon Peak will deliver quality measurements that make sense and software that lets you make sense of them.

If you have any questions or need further information on the application of Vicon Peak systems in Life Sciences, please contact your nearest Vicon Peak office - just click here for information on how to contact us.

File: I Misc / Jet Lag Adjuster 5J07

5J07 Jet Lag Adjuster:

Affordable to manufacture invention acclimates travelers going to and coming from new time zones. Helps users gradually adjust sleeping schedules to better adapt to time zone changes. The bed side lamp, and time alarms are altered accordingly.

-Adjusting Times: It prepares users before taking their trips by better acclimating their wake/sleep cycles to the newly destined location. It also eases the user back to their nature wake/sleep cycles upon returning home.

-Lighting: Studies show exposure to light in the correct pattern more quickly helps adjust the user to different time zones. The [portable] light for user is considerably brighter during 'designated hours, and adjusts the times of greater brightness according to the daily regimen of the day.

-User keys in their home's time zone= sys (system) then gradually adjusts its suggestions for user's changed behavior over time (day by day)= 'nr adjusts suggested bed time and wake up time correspondingly (by one hour a day towards their new time zone). u (user) can 'program system to speed up or slow down the adjustment mode.

-People generally either are too lazy or forgetful to force themselves into an altered regimen. The invention is their 'guide.

-Invention hooks into electronic devices by controlling their functions [to turn on/off/alter] to help alter the user's [time zone based] behavior. These devices include:

--eating times: avoid going to bed with full stomach resulting in a more difficult sleep; and such is less healthy.

--playing calming music when approaching bed time. Connects to stereo.

--other past & future studies [found on web] that show [proven] factors which assist in time zone adjustment.

-Gradual light 'morning alarm:

[15 minutes] before the alarm, the light gradually comes on so as to minimize the shock of adjusting to waking at a time that is out of rhythm with the body. This gradual light awakening aspect exists as a stand alone, but it can be connected to this invention for added benefit.

-% Works with people who have physical or mental problems with of a time adjustment nature, eg: sleeping disorders.

-Adjusts before/during/after trip.

=

Details:

-%See: 6B310 World Time Calculator: The most accurate system for knowing the time for each world region. Solves the trouble international businessmen had with each country starting and ending their day light saving time programs on different dates.

. PATENTS: key word search of US abstracts 1.74-1.97 www.qpat:

-(time near/3 zone) and (sleep adjust teach gradual)

-US Patents: 4995020 4901296 4956829 3828546 4620797 4332020 5524102 5068838-Allows watch to know the real time of where user is [a kn invention?, But this patent dated 11.91]

POS – Point Of Purchase Systems:

Invention Being Developed By Nathan Foster and Steven Kays

Repetitive Password Systems:

System generated easy to remember passwords. Repetitive numeric/alpha passwords are easier/better to remember / type / prevent "shoulder surfing".

. They're harder to crack, because:

1. hackers may not know the repetitive password system is in operation.
2. it's harder to guess what digits are repetitive
3. the more digits in a password the harder to crack; but repetition has it's benefits.
4. human memory compatible.
5. shoulder surfing is harder on touch screens because there's less finger movement.

Drumming Method:

. form of movement/touch is a password.

UIP: Suggests what sales transactions might be useful/needed.

Access: how finger is moved w/ or without additional passwords needed.

D: u (user) (cashier) = This N (invention) sys (system) [] ~ C ('computer) = ACCESS [senior employees get more access, and what they're seeing is shown in different colors – helps catch hackers working at system who lack seniority (others can see they're getting a manager's colors for same data)] // ANALYZER [] // BA ('behavior analyzer) [] // CART [] // EDIT [cashier's info is selected for what's most pertinent (for client)] // EDUC [] // MULTI-USER [] // nr (notifier) [when something inputted incorrectly, or purchased item/service can't be offered] // OSC [] // PR [] // Q [] // R [] // ROUTER [cashier to available stock] // SCORE [popularity of items with clients] // SEEKS & REACTS [locating stocked items] // TDS [for each transaction] // T [connect different POS systems with eachother and "M"] // TRACK [1. steps in sales process; 2. cashier behavior] // UIP [preferred colors viewed by cashier] // VR [] // WA [portable wireless version (for beach/pool resorts)].

File: 'R-List' 6.96
(Improvement) Inventions: Electronics, Plastics

Introduction:

The sample existing product listed for each of our product numbers, is only one of the points of reference from which invention(s) are made. That developed product can be^: wholly / partially, incorporated / merged; altered; and or dropped completely, depending on the variation of our invention.

.-Cited are also the technologies known to be used in said product categories. The existing product also helps classify corresponding product categories.

-There may be multiple manufacturers, the one listed is not restrictive.

-Layout of N: First the existing product, followed by information on manufacturer, followed by KN (invention). KN follows the square brackets with journal article identifier. * Note: its KN, not to be mistaken with NK, which is "Nikkei Weekly".

.-N numbering system:

the first three to four digits, eg: R22 can have an offshoot N, eg: R22-1. R22-1 utilizes all or any of R22. There is minor possibility of error in a creation of two different N (invention) labeled R22-1. At any rate, all such N are the same R22 immediate N family. Many such subdivisions can be created from N # but aren't.

.-This file started in Nov 1993, since expanded and renamed.

Journal Abbreviations:

Codes for periodicals giving details and how to get more information on the products:

-General: PS = "Popular Science", USA; NK = "Nikkei Weekly", Tokyo; DY = "Daily Yomiuri", Tokyo.

-ES = Edmund Scientific Catalog, 101 E. Glucester Pike, Barrington, NJ 08007. Tel 609 547-8880, Customer Service 609 573-6260, Fax 609 573-6295. Eg: ES 95 is their 1995 catalog

--Products mentioned in the Edmund Scientific 1995 Catalog are one example which may be incorporated in all or some of the inventions. ** There are occasionally multiple examples of such products in this catalog. Cover of this catalog has `15C1A' imprinted.
-Fid, or Fidelity = Fidelity Products Co (Mail Order Co's Winter 95 Catalog - On File), 5601 Int'l Parkway, Minneapolis, MN 5540. 800 326-7555 Fax 800 842-2725]

PRODUCT DISCLOSURES

R01 was always blank

R02 was always blank

R03 (Product Number) DHA substance improves memory when eaten.
.-[Docosahexaenoic acid used by Inaba Shokuhin in canned tuna. For existing product see: 16 May 92 NK]

>+ R03-1 Behavior Alteration System: Gives organism drugs at designated times to reinforce desired behaviors. Research tool. -moved to "tgh" 6.96

R04 CD-I Interactive Compact Disks. [Phillips, Matsushita, Sony
23 May 92]
-OTD:
ACCESS **:(); ARTIST *:(); CART *:(the disk itself/cart into sys (system) which utilizes the cd-i disks); COMPOSITION *:(authoring language / visual effects on cd-i); ENTERTAIN:(); MFH:(); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PRINTER *:(); PS:(); Q *:(); R:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); UIP *:(); WA:().

R05 Virtual reality alters solid forms displayed on screen. [Matsushita 23 May 92 NK]

R06 to R13 always was blank

R14 Water-repellent coating on hard surfaces which can be bent.
.-[Research Institute for Applied Sciences, NK]
*-Electronic system allows user(s) to bend and in any other way alter the shape / *position of the (metal).
*-OTD:
ACCESS **:(allows for bending of material); ARTIST *:(create sculpture/3D art); CART *:(); COMPOSITION *:(metal bends / moves according to music/osc); ENTERTAIN:(); PR:(how to bend when and how / w5); Q *:(); R:(); S:(); SCORE:(tds); UIP *:().
-7G050 & 7G051 PVC peforation.

> *R15 Compass for car navigation. Also useful in computerized location finding. Measures altitude and angles for aircraft, construction.
-moved to "ps" 6.96

R16 Narita Express Train [18 Jan 92 NK]

R17 Fake Stones for gardens
.-[S.K. Design Co 1-25-5 Nishi-Oizumi, Nerima-ku, Tokyo 178 Tel 03 3922 2000 18 Jan 92 NK]

R18 Device automatically feeds hatchery fish. Spreads feed evenly, programmed to adjust feed according to fish's growth pattern.
.-[Nippon Aluminum Manufacturing Co 3-9-39 Mikuni-Honmachi, Yodogawa-ku, Osaka 532 Tel 06 394 6211 18 Jan 92 NK]
-feeding time determined by increased/decreased/altered fish activity/behavior = 2E251 Intelligent Monitor.

R19 Accurate crystal thermometer
.-[Tokyo Denpa Co. 5-6-11 Chuo, Otaku, Tokyo 143 03 3751 6171 18 Jan 92 NK]

R20 Fiber lets in less ultraviolet light.
.-[Kuraray Co's non electronic product, 18 Jan 92 NK]

R21 Clothes can be waterproofed .
.-[Ohka Co. 1-20-15 Osaki, Shinagawa-ku, Tokyo 141 03 3494 1477 1 Feb 92 NK]

R22 Birds kept out of farms via solar-powered audio system. System responds to specific bird songs with startling sounds. .-[Hata kensaku KK 1 Feb 92 NK]
Other systems respond to moving objects.
-"Visual Analyzer" seeks moving objects (within certain angle <- "lens") -> alarms / startles: birds / other animals of prey (foxes, insects).
-birds presence noticed via = 2E251 Intelligent Monitor

R23 Robot dodges moving people.
.-[IBM 1 Feb 92 NK]
-2E251 Intelligent Monitor

> R24 Paint mixer makes ranges of colors.
-moved to "artist" 6.96

> +++ R24-1 Color Coordinating Software: offers users compatible colors (eg: via menu); analyzes and rates how well chosen colors are coordinated. Applications: analyzing photographs, graphic art software (limited color choices influenced by type printer or compatible software).
-moved to "artist" 6.96

R25 Portable projector.
.-[Sumitomo 3M Ltd 2-33-1 Tamagawadai, Setagaya-ku, Tokyo 158 03 3709 8111 22 Feb 92 NK]

R26 Elevator door panels with magnetic backing.
.-[Hitachi 8 Mar 93 NK]
-not electronic unless otherwise specified
-OTD:
ARTIST *:(); ENTERTAIN:().

> R27 Locates and tracks objects. Analyzes movements. * Tracks movements via: detecting brightness of image. Applications: tracks activities of customers, patients, athletes.
-moved to: 2E251 Intelligent Monitor, before 6.96

R28 Repair database. Uses statistics to identify the cause of problems.

.-[Sony Corp 6-7-35 Kita-Shinagawa, Shinagawa-ku, Tokyo 141 03 3448 2111 11 Apr 92 NK]

-OTD:

-this repair analysis system may be separate from or (permanently) connected to product/system being analyzed, eg: car, machine, etc.

-analyses both the product and or user (how product is being used (w5) by others / itself, and all determinable environmental factors (temperature, humidity, air quality (dust), angle at which product is used, level of vibration/sun light product receives).

-D: R28 = c = (replaceable) product for analysis

ACCESS: (Unusual breakdowns/problems/usages of sys (system) are noted since they could be non legitamate problems. Villains may be tampering with sys (system) in such occurences.); CAMERA:(visual analyzer); CART *:(); ENTERTAIN:(via uip of one or more users, determines which aspects/possibilities are more likely to increase (psychological) levels of satisfaction in users (customers)); MFH:(); MORNING **:(studies wake up patterns of user, and why they may/may not have difficulty in getting up (via uip), eg: events that occurred the previous day(s) such as having a lover spend the night, and its relationship with best strategies for system to awake user, eg: bells versus energetic music, etc.); NOTIFIER:(time for standard maintenance check/tune-up); OSC:(); PR:(); PRINTER *:(); PS:(); Q *:(); R:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); UIP *:(); WA:().

++ R28-1 Repair software analyzing system:

Repair analyzing system compares product's failure history against how it was used, via database. For any type of product, business failure, etc. Exists: Sony's repair database using statistics to identify the cause of problems.

-MULTI-USER*:(analyzes uip of multi users, multiple products; same products and the differences in the way they are/were used with the repair record (helps manufacturer better improve product design of targeted product being sold))

-D: file of type problems ~ file of how product(s) used = analyzer = conclusions (via mathematical calculations)

-OTD D (drawing): This N (invention) sys (system) =

ACCESS (); ANALYZER (); CART (type product, or situation, being studied); EDUC (w5 products fail); M (repair history database); NOTIFIER (type problem (for applicable product)); OSC (); PR (how analyzer should work); Q (); SCORE (w5 product used); SENSOR (identifying type / source problems in product); SOUND ANALYZER (exists: via sound help determine type problem); STATUS (if product work or not; likelihood of failure in designated applications / settings / situations); TDS (=w5 went wrong with product being studied); UIP (on: u, product, %type applications (how product used: more likely to be cause of problems)); VISUAL ANALYZER (detects source of problem).

.-copied to IMI&8's "Basic" part, 6.96.

R29 Door contains built-in closet.
.-[K.Y. Fancy Japan Co. 5-2, Higashi-12-jo-minami, Obihiro, hokkaido 080 0155 22 5441 May 92 NK]
-the following electronic elements can be placed within / near a door, closet, box, window ledge.
-OTD:
ACCESS **:(); CAMERA:(); CART *:(); COMPOSITION *:(); ENTERTAIN:(); MFH:(); MORNING **:(); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PRINTER *:(); PS:(); Q *:(); R:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); UIP *:()

> R30 VCR records super-slow motion. Captures 500 frames per second in real time.
-moved to "camera" 6.96

>+ R30-1 Self Adjusting Camera Monitor: Automated camera recording system alters itself according to occurrence. Occurrences include: existing security system detects possible trouble; visual analyzer detects interesting changes in unmanned research laboratory. Camera intern: increases number shots per minute (so can be played slow motion later), or activates microphone, or goes into zoom or wide angle, or turns itself on/off.
-moved to "camera" 6.96

R31 Sensor analyzes type odor. Applications: fire alarms, activation of air purifier.
.-[Mitsubishi Electric Consumer Development Lab 9 May 92 NK]
-OTD:
ACCESS **:(); CAMERA:(visual analyzer -> notifier); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(type odors to be detected and in tern handled as pr eg, notifier/osc); **PS:(odors emanating from pd are studied only); Q *:(); R:(); S:(); SCORE:(tds).
-Intelligent Monitor 2E251

+ R31-1 Smell analyzer takes different cartridges for type smelling operation, much like taking different software, or game cartridges for type game. The cartridge includes part of odor analyzing system. Program what system should seek. Smell analyzers exist.
-CART *:(chemicals for sensing and analyzing odors);
-D: smell "sensor" = analyzer~c = "cart"

R32 Human like robot hand. [Toshiba 16 May 92]
o-Robotics Hand Plays Music:
-"k": user electronically controls/manipulates el device (hand, stick, other object) to move (so viewers experience device as generating the sound/osc).
-D: k=c~pr=device (robotics hand)~osc (c=synth=osc)/sound
-OTD:
ACCESS **:(play correct tune for access); ARTIST *:(manipulate object to create images (onto flat surface, eg: paper, board)); COMPOSITION *:(plays music as pr (its show of playing may simply match the sound emanating from other source (sound track), * or may create the sound (laser harp [see N from directory A, B, or C]); ENTERTAIN:(); MFH:(); MORNING **:(); MULTI-USER*:(); NOTIFIER:(sound creating system goes into action when a notifier is needed for, eg: doorbell, tel ring, "morning" alarm, timer); OSC:(); PR:(); PRINTER *:(); PS:(notifier goes into effect when pd is in particular location(s), eg: to ward off (lab/wild) animals/children); Q *:(); R:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); UIP *:(); WA:().

R33 Motor homes. [Winnebago 16 May 92 NK]
-OTD:
ACCESS**:(access entry/control of electronic apparatus(es) (within area)); CAMERA:(visual analyzer (of w5 events in/near dwelling (motor home)); CART*:(); COMPOSITION *:(); ENTERTAIN:(); K:(r*); MFH:(); MORNING**:(); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PRINTER*:(); PS:(); Q*:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); UIP*:(); WA:().

R34 Golf practice centers. [23 May 92 NK]

R35 Artificial reefs for fish. Some float. [Nihon University, Japan marine Science & Technology Center May or June 1992 NK]

R36 Snow Mobile. [Robot Systems Co, 909 Fujisawa, Fujisawa City, Kanagawa 251 Tel. 0466 23 8500]

R37 Touchscreen Information Board. Talks to users when user touches board. Solar power possible. Targets public places. Indoor/Outdoor. [Sunrise 5: 129-1 Kashiwagi-cho, Nara 630 0742 33 0817]

R38 Ticket vending machines. [Japan Railway Co 6.92 NK]
-Has "T" and "K".

> R39 #1: Foldable LCDs. #2: Thin wall hangable displays. Monochrome/color.

-moved to "s" 6.96

>* R39-10 Finger Art: press fingers along screen to generate desired effect (images; commands (touch control screen): certain sections of screen can be for commands, other sections for other purposes: "s", touching to create images, etc)
-moved to "artist" 6.96

R40 Motorcycle helmet with noise canceling and music stereo. [J&M Corp, 1415 S Cherry Av, Tucson AZ 85713 US PS 4.94]
-cut and copied *N aspects to 3E040 7.95.

> R41 Baggage Checker: system spots objects by shape and how it reflects rays. Alerts guard. [PS 4.94]
-moved to "track" 6.96

> +++ R41-1 Shape Combination Baggage Analyzer:
Baggage (X-Ray) checking system selects likely villains via not only single objects carried but combinations thereof, where not any one of them may be enough on its own notify security.
-moved to "track" 6.96

R42 Omits commercials: system knows when commercials start and end. [Arista, Hauppauge, NY PS 4.94]

+ R43 Alerts if there's mail by signaling if mail box's door was opened. [Inventor Colleen Murphy, Easton, CT 4.94 PS]
-For home or POB.
-OTD:
ACCESS:(to get mail; other items/access); MORNING:(tells user if there is paper ready for them (by front door); NOTIFIER:(); OSC:(); PR:(); PRINTER*:(); S:(); SCORE:(tds w5 about mail (waiting to be picked up); depositor of mail can "k" w5 as to the deposited mail, eg: from whom and when deposited, weight, etc).
+-keeps record of who opened last: each u (user) must enter "access" = password / card key.
--Ap: R43 = safes; doors; C ('computer) (sw); mail boxes (PO Box, Home mail box). Security uses.
--know the carrier who delivered mail. Track when mail was delivered, when box was reopened.

o-3G050 Call Rerouter: (el) messages that weren't picked up / opened w/in set time parameter (tds, as pr by sender/sys) are rerouted to: receptionist, e-mail mgr, secretary of receiver, sender.
o-4E020 Content & Date Verifier: proof of delivery.
o-9G220 Skips Commercials: junk mail / particular sender's mail as determined via: CID / sender's e-mail address / key word search are rerouted or trashed or marked as likely (junk/valuable/categorized) mail.

R44 BBS (Bulletin Board System): Compuserve, Internet, Prodigy, etc.

> R45 `Dynamic Signature Verification': Write in your password. System identifies user's handwriting style too.
-moved to "access" 6.96

R46 Optical computer scanner. [Hitachi, 4-6 Kanda-Surugadai, Chiyoda-ku, Tokyo 101 03-3258-5480 1 Aug 92 NK]
-OTD:
CART*:(as to w5 material is scanned); MFH:(analyzes scanned material); NOTIFIER:(when desired material was found by scanner = C ('computer) (analyzer), eg: seeks particular name); OSC:(); PR:(); PRINTER*:(); Q**:(); S:(); SCORE:(tds); UIP*:()

> R47 Miniature camera
-moved to "camera" 6.96

R48 Planetarium [Kenko Co, Datt Japan 22 Aug 92 NK]
-OTD:
ARTIST *:(); CAMERA:(projects (simultaneously / after storage and or editing, images coming into lens); CART *:(); COMPOSITION *:(); ENTERTAIN:(); "M":(); MORNING **:(); MULTI-USER*:(); NOTIFIER:(); OSC:(); PR:(); PRINTER *:(); PS:(); Q *:(); R:(); S:(); SYNTH:(); UIP:(); WA:(images projected according to user's pd).

R49 Bench glows in dark via its solar panel's battery. [IKB KK, 16-10, Shinjyo-Nakamachi, Nakahara-ku, Kawasaki, Kanagawa Prefecture 211 044-788-7789 5 Sept 92 NK]
-This system of converting light energy into light (at dark) also applies to: any panels which can be attached to anything (construction work barriers, walkway markers, cars (while parked), back packs, shoes, hats, tel ("T") poles, trees; street / side walk / stairway / walkway railings; etc

-solar/batter/electric power line generates outdoor / indoor C ('computer) related sys
-Also exists: lamp posts which store solar energy, then light up at night.
-OTD:
*:(); ENTERTAIN:(); "M":(for studying user behavior); NOTIFIER:(); OSC:(); PR:(); PRINTER *:();
PS:(); Q *:(); R:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); UIP *:(); WA:().
-timer designates when the system will be operating (light on from sunset to 2am)

> R50 GPS (for surveying geographical areas).
-moved to "ps" 6.96

R51 Talking rocks: CD plays music; Lights path at night. Depending on where you stand, different combinations of sounds are heard from the different rocks. [Sound Process Design Inc, Tokyo 12 Sept 92 NK]
-OTD:
CART *:(pre-recorded music); COMPOSITION *:(); ENTERTAIN:(); "M":(develop uip (who is w5); NOTIFIER:(); OSC:(); PR:(); PS:(person's location creates "composition"); Q *:(); R:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); UIP *:(); WA:().

> R52 Keyboard's keys have LCD which changes according to the program user is in. Only applicable information on needed keys is displayed on key.
-moved to "k" 6.96

++ R52-1 System lights only needed keys: To simplify usage, only the needed keys are shown on keyboard according to type program. Type software and keys available match user's ability. Standard or touchscreen keys.
-moved to "k" 6.96

> R53 Computer interacts with users depending on their level of computer expertise. Users select from three different levels of operating instructions. [Fujitsu Ltd, 1060-1, Marunouchi, Chiyoda-ku, Tokyo 100 03-3216-3211 NK]
-moved to "uip" 6.96

R54 Tel accepts voice commands. Speak person's name, and system dials person's tel number. [Sharp Corp, 22-22, Nagaike-cho, Abeno-ku, Osaka 545 06-621-1221 19.Sept 92 NK]
-OTD:
ACCESS (via sound analyzer (only certain verbal commands/person's voice permitted); CAMERA:(control camera: eg, lens angle via verbal commands (via tr/t) (for remote ("R") camera)); CART *:(); ENTERTAIN:(); "M":();

> + R54-1 Voice Recognizer Differentiates Between Multiple Speakers: Each person's voice print is treated differently by system. Only those with particular voice prints can access or control particular functions.
-moved to "sound analyzer" 6.96

R55 Video Walkman: portable video player. [Sony Corp, 6-7-35, Kita-Shinagawa, Shinagawa-ku, Tokyo 141 03-3448-2111 3 Oct 92 NK]
-OTD:
ACCESS **:(); ARTIST *:(); CART *:(); ENTERTAIN:(); "M":(); OSC:(); PR:(); Q *:(); R:(); S:(); TEL:(tr to pick up tv/cable broadcasts); UIP *:(); WA:().

----copied to IMI&2 up to here: separated into different codes within IMI&2; appears most weren't copied - spring 94.

R56 Run customized background sounds on computer while working. Choose from ten audio libraries. [Digital Eclipse, 5515 Doyle St., Suite 1, Emeryville, CA 94608 PS 10.93]
-OTD:
ACCESS*:(); ARTIST:(type osc's sound matches user's task to help achieve desired effect (according to uip of user, and %uip of task (loose music for non quality control tasks). Desired results can be: increasing creativity; narrower thinking for accounting tasks (hear Tchaikovsky versus Rolling Stones)); CAMERA**:(visual analyzer helps determine uip of user (their behavioral analyzer)/uip of task %)); CART:(music pieces; synthesizing options of osc); COMPOSITION:(uip of "artist" applications apply here too); ENTERTAIN:(); K:(r); MFH**:(stored sounds; uip database); MORNING:(user's behavioral analyzer->type osc's sound); MULTI-USER*:(); NOTIFIER**:(); OSC:(); PR:(role uip plays; synth; score keeping); PRINTER*:(); PS:(different sounds according to location); Q*:(); S:(); SCORE:(tds); SYNTH:(); TEL:(tr); UIP*:(osc' sound based on uip of user/task); WA:().
-9G220 Channel Scanner skips stations with commericials: u (user) pr type a/v entertainment during commericials.

> R57 "My Magic Diary" creates drawings from preprogrammed images to store along with phone numbers. Helps user remember people. -moved to "artist" 6.96

> R57-1 Facial Image Generator: User selects adjective words to alter type face on software. Merges multiple characteristics. -moved to "artist" 6.96

> R57-2 System synthesizes in new moods to voice recordings: From menu, select what feelings you want expressed. Existing sound track of person's voice is synthesized accordingly.
-moved to "synth" 6.96

> +++ R58-1 GPS Task Reminder: System prompts user what to do when user has reached desired destination. System then prompts where user should go next. Example: 1] user drives by supermarket, and is prompted every Monday to buy eggs.
-moved to "ps" 6.96

R58 "Water Tracker" measures water consumption by showers, washing machines... [Muir Products, 1260-B Pear Ave, Mountain View, CA 94043 PS 10.93]

++ R58-1 Rationer:
System measures how much water each person used. Useful within families living in arid regions, where some hog more water than others. Access codes can be changed. Provides spread sheet of usage for personal or common use, eg: kitchen and garden faucets.
-measures by user ("multi-user"): usage=multi-user (access)=c
-k in access code prior to getting water. Applies to any product using water, eg: shower, bath, toilet, kitchen faucet, garden hose, dishwasher. Though commonly used items might not need a meter, or if its a common item, then C ('computer) can take the code, but then apply usage on spread sheet for common usage, eg: the person who does most cooking uses more kitchen water without that running down their monthly allotment of water, though people who try to use kitchen sink though rarely cook for others as way to circumvent water rationing are caught.
--can change "access" code for each person, so other family members might not use another's access code.

-sys nr/alarms u (user) when they go over their limit (determined via "score"). sys (system) can shut down water faster/completely for certain u, eg: they exceed(ed) ration, require less water.
-pr: who gets water when/where/why/how and for what (w5); controller can alter / override any function (of sw).
-D: water meters / water valves controllers = score (per valve, per u)/ access = c

R59 Wall light goes on when electricity goes off. [Black & Decker PS 10.93]
-Also Exists: and or light goes on automatically when it gets dark: light instrument = "sensor".
-Security system. Supplements complex "access" sys.

R60 "Indiglo" watch's face is also an activatable lamp. [Timex PS 8.93]
-OTD:
CART:(sw/hardware*: alters watch's/clock's face (shows Arabic or roman numerals)); ENTERTAIN:(); K:(r*); MORNING:(); MULTI-USER**:(); NOTIFIER:(); OSC:(); PR:(); PS:(); Q*:(); S:(); SCORE:(tds); UIP*:(); WA:().

R61 Make Your Own Tofu At Home [NK 24 Jan 94]
-Make into shapes user desires (molded; waffles; cookie cutter)
-Uses food color dies to change outer/inner color of material
-Maker can work with substances other than tofu too

R62 Rice Preparer and Cooker [NK 24 Jan 94]
-takes multiple types of grains, beans, vegetables (fresh, dried; chopped or not)
.--chops/grates/pulverizes foods: vegetables, and anything else to desired size bits
.--cleans all foods
--"pp"/"mp" percentages of each food item to be used in serving(s)
---"uk" "date": knows when/how much to prepare for next 100 servings "uip"
O-combines with 1R-61 Tofu Maker:
system converts the dry / wet foods into pulverized food and its then formed into desired shape. Also into ^: noodles, crackers.
--can coat, color die foods with other substances

R63 Noise Buster [DY 14 Feb 94]
.-see directories in: E / G / K for the product ideas relating to masking unwanted sounds, since they are extension of R63.

-user while playing music making instrument (computer music, electronic music, eg: any such instrument made by Yamaha, Casio, Korg, Roland)
+-designate which type sounds are unwanted via: "uip"/*"pp"

* Miscellaneous Note:
From this point onward - 21 Feb 94: did not make xerox copies of DY (Daily Yomiuri). The N described following are only the existing product's description prior to the Mf's contact info.

R64 Container Keeps Sake Bottles Hot or Cold. At bottom of container is removable material that can be either frozen or heated. The removable material is kept in freezer or microwave prior to use. [Disero KK, 766-1, Kamikochi, Itsu-kaichi, Saeki-ku, Hiroshima 731-51. Tel 0829027-7207. NK 21 Feb 94]

R65 Time Clock: LCD provides users with information on how to input data, such as shift and hourly wage. Detailed instructions given on how to use system. Can be preset for 10 different shifts. Calculates commuting times, etc. Targeted to big companies with many part time employees. [Max Co: 6-6, Nihonbashi-Hakozaki-cho, Chuo-ku, Tokyo 103. Tel 03-3669-0311. NK 28 Feb 94]

R66 Electric brush sprays vaporized water, or special liquid on hair while brushing. Replaces need for hair conditioners. [Matsushita Electric Works Ltd. NK 28 Feb 94]

R67 Walkie-Talkies: Use of repeater stations allows communication between skiers separated by mountains. [Manufacturers: Kenwood's TH78; Icom Inc's IC-W21T; Yaesu Musen's FT-41. 7 Mar 94]
-3E010 Mobile Tel Location Notifier: lets u (user) know when walkie-talkie is nearing it reception limit.

R68 Hair Brush Emitter: Different brushes eliminate split ends and static (due to constitution of brush). Other brushes protect against U-V light; make hair more lustrous; protects against blow drying; anti-static. Harasawa Pharmaceutical; Ikemoto Brush Ind. Co; Kao Corp; Kai Corp, Tokyo; Shiseiko. 14 Mar 94 NK]

R69 Wrist Band Removes Static Electricity. [Manufacturer: Hisanaga. Marketer: Ing Corp: 2-12-5-204, Shiba-Daimon, Minato-ku, Tokyo 105. Tel 03-3459-4342. NK 21 Mar 94]

R70 TV Shaped Like Beverage Can. For desktop, bedside, pluggable into car's lighter. Can't fade in sunlight. [Casio: 2-6-1, Nishi-Shinjuku, Shinjuku-ku, Tokyo 163-02. Tel 03-3347-4811]

R71 Water Cutoff Device For Bathtubs: automatically cuts of water when desired level has been reached. Contains a "hydrodynamic" valve to shut off water. Hisonic took out US, European, Japanese patents. [Hisonic KK: 3-21-9, Toyotamanka, Nerima-ku, Tokyo 176. Tel 03-3994-0760. NK 21 Mar 94]

R72 Printer Makes Still Images From TV. Prints also from TV games, videos, PC. [Fuji Photo Film, Tokyo]
-OTD D (drawing): U = This N (invention) sys (system) () ~ C ('computer) =
VISUAL ANALYZER (prints out / records images/audio that matches certain criteria (uip, db)).

R73 Magnetic drawing board permits greater control: Lines only 1mm wide can be drawn via magnetic powder capsules. Erase by rubbing back of boards with magnetic eraser. Tomy Co: 7-9-10, Tateishi, Katsushika-ku, Tokyo 124. Tel 03-3693-8630 NK 21 Mar 94]

R74 Boots circulate air around feet via air pumping system. Descente Ltd: 1-11-3, Dogashiba, Tennoji-ku, Osaka 543. Tel 06-774-0365 NK 28 Mar 94]

R75 Auto anti-theft system detects movement: Senses for when door is tampered with, or vehicle is jolted. Smaller bumps only produce a warning sound. Remote control can activate/deactivate alarm. [Kato Electronics: 55-2, Nishi-morimae Odakacho, Midori-ku, Nagoya, Aichi Prefecture 459. Tel 052-622-3937. NK 28 Mar 94]

R76 Camera captures both still and motion pictures. Still pictures converted later from motion version. [Bronica Co's Camphoto VX3000 NK 28 Mar 94]

R77 Stuffed toy moves, delivers message when person walks by its optical sensor: Wall mounted deer head moves mouth and head and speaks messages recorded by users onto IC. Product targeted to people in 20's, 30's. [Bandai Co - toy manufacturer]
-5E020 Remote Control Stick with Switch: controls sys.
-OTD D (drawing): This N (invention) sys (system) () ~ C ('computer) =
CART (music, (movement) functions sw); EDUC (spouts info for human memory/learning); MIC (record = playback u's voice (parent scolding kid) = activated by "analyzer" = analyzer determines when (w5) any of following happen: open refrigerator outside programmed hours - for dieting; villain gains "access" (outside standard hours); kid watching excessive tv/video game (playing); food in stove ready; door bell; any nr (notifier) function of KN (invention)); MULTI-USER (functions differently for different u (user) (via their tr/access)); NOTIFIER (emits light(s), osc); OSC (); PR (); PS (multi-user, ps-zone effects function); Q (); S (); SCORE (); SENSOR (); SOUND ANALYZER (); STATUS (); SYNTH (); TDS (); T (); UIP (); VISUAL ANALYZER (); WA ().
-sys mimicks u's actions (movements, words) via: robot toy, Yamaha Miburi, visual effects on s.

R78 Robot rounds up golf balls at ranges via sensors. [Takamaru Engineers Co also plans robots to harvest vegetables, mow grass. NK 21 Apr 94]

> R79 Magic wand creates messages in thin air.
-moved to "tilt" 6.96

R79-1 "Game" with Magic wand creating messages in thin air:
each player creates images as part of game interaction between players. Examples: 1] players create target zones visibile by players, such targets are alterable by (any) player. 2] Changes in a] speed of stick traveling in air / b] switch settings on stick = effect type visual/osc effects created (by players).
-OTD D (drawing): U = This N (invention) sys (system) (R79-1) ~ C ('computer) = ACCESS (); ANALYZER (); BRAIN (); CART (type images creatable); MULTI-USER (); OSC (); PR (); PS (); Q (); S (); SCORE (game); SENSOR (); SOUND ANALYZER (sounds emited by other player(s)); UIP (); VISUAL ANALYZER (visions made by other player(s)); +VR; WA ().

R80 Walkie-Talkie also sends written messages. [Sharp Corp: 22-22, Nagaikecho, Abeno-ku, Osaka 545. Tel 06-621-1221. NK 2 May 94]

R81 Device allows rudimentary communication between sea divers. Press one of 16 pre-recorded verbal recordings, eg: "dive deeper". Can hear within 5-10 meters. [Fathom Co.'s Sea Buddy, in Hyogo Prefecture NK 9 May 94]
-send / receive (standard pre-worded) messages on: pagers, beepers, t.
-UIP determines what the standard message should be.
-("Game"): standard osc/messages/images sent/rc used w/in game rules.
-use c = `windows' type sw (software) to select desired options

R82 Digital still camera has built-in transmitter: pictures taken transmittable via tel lines.
-moved to "camera" 6.96

R83 Copied ? Pedometer suggests target pulse rate for exercisers. Users input age and resting pulse prior to starting out. [Omron Corp: Nanajo-Sagaru, Karasuma-dori, Shimogyo-ku, Kyoto 600. Tel 075-344-7000 NK 23 May 94]
-KN (invention): (exercise) motion powered battery

R84 Pen's scented ink: color tells user type smell when ink is scratched. [Manufacturer is Tomy. NK 23 May 94]

R85 Key holder sounds alarm when dropped: sound triggered by certain level of acceleration; remains silent when placed in bag. [Mitsuwa Resin Co: 1-16-12 Tneri Adachi-ku, Tokyo. Tel 03-3899-1477. NK 13 June 94]

R86 Head band emits low frequency pulses that help fall asleep. Headband also contains isotonic sodium chloride solution which enhances the effect. Set timer for 30-60 minutes at bed time. [Osaka Nishikawa Co: 1-3-15 Honmachi, Chuo-ko, Osaka. Tel 06-262-1171 NK 20 June 94]

R87 Orchestral accompaniment for practicing musicians. Users play along with entire orchestra, or isolate specific instruments. Pace is controllable. Computerized floppy disk player. $863. [Roland Corp: 1-4-16 Dojimahama, Kita-ku, Osaka. Tel 06-345-9521. NK 20 June 94]

R88 Whispers turn on lamp. [Koizumi Market Development Co: 6 Tomiyamacho, Chiyoda-ku, Tokyo Tel 03-3256-3466 NK 27 June 94]
-OTD D (drawing): U = This N sys (system) () ~ C ('computer) =
COMPOSITION (); MQ (); MULTI-USER (); OSC (); PR (); Q (); R (); SOUND ANALYZER (); STEREO (); SYNTH (); WA ().

R89 Germ free pens: anti-bacterial material used. [Pentel Co: 7-2 Koamicho, Nihonbashi, Chuo-ku, Tokyo Tel 03-3667-3333 NK 4 July 94]

R90 Copied ?? Portable Battery Charger: Charges standard rechargeable batteries. Intended for those outdoor enthusiasts who don't have access to electrical outlet. Case is covered by solar panels. Case can be attached to backpack for sun exposure. Can revitalize four AA batteries two hours on clear day. Another model recharges camcorder battery in equal speed. [Mont Bell Co: 1-6-17 Itachibori, Nishi-ku, Osaka. Tel: 06-531-4761. NK 4 July 94]

R91 Nurse call system: via radio frequency; transmitter and pocket-size receiver. [Nihon Ryutsu System KK: 3-7-16, Furukawanishi, Matsuyama, Ehime Prefecture Tel 0899-57-6722 NK 18 July 94] Note: there are many KN (invention) developed on this theme in '92, '93.

R92 Watch measures surface temperature of land, water. Called "Thermo Scanner" [Casio. NK 1 Aug 94]

R93 Waterproof radio: suction cups hold in place within kitchen. [Sony NK 15 Aug 94]

R94 Measuring device: Fits into microscope. Helped by laser interferometry. 500,000 yen ($50,000). [Nikon Technologies. NK [Science and Tech Section of paper] 5 Sept 94]

R95 Copied ?? Electronic Dog Barker: electric eye surveys 5-6 meters. There are some older varieties mentioned in paper, but not clear if they utilized dog barking. This one uses German Shepard. [Dindon Co: 4-2-1 Rinkaicho, Edogawa-ku, Tokyo. Tel 03-3680-9010 NK 5 Sept 94]

R96 Retrofit traditional pianos into silent ones using earphones. [Kawai Musical Instruments Mfg Co: 200 Terajimacho, Hamamatsu, Shizuoka. Tel 053-457-1213 NK 5 Sept 94]

R97 Clock counts down to the big day: displays number of days before a big event, eg: vacation, exam, retirement. [Rhythm Watch Co: 2-27-7 Taito, Taito-ku, Tokyo NK 5 Sept 94]

R98 Taking alarm clock counts down minutes. [Casio NK 12 Sept 94]

R99 Ultrasonic waves measure interiors. [Bosch KK: 3-9-1 Ushikubo, Kohoku-ku, Yokohama Tel 045-912-8046 NK 5 Sept 94]

R100 Headphone turns heartbeat into concentration mantra: reads then converts pulse into compound sound, and in tern effects brain waves. [Hayashibara Biochemical Laboratories Inc: 1-2-3 Shimoishii, Okayama. Tel 0862-24-4311 NK 5 Sept 94]

> R101 Surveillance VCR records over 24 hours: by taking fewer shots per minute. [Sanyo, Tel 06-991-1181. NK 5 Sept 94].
-moved to "track" 6.96

R102 Scissors cut just about anything. Also has separate functions based on design of metal to: open bottles, cans, screw top jars, cut and peel fruit, open sealed packages. [Sanko KK: 2-17-24 Higashi-Uradate, Sanjo, Niigata Tel 0256-32-4071 NK 5 Sept 94]

R103 Eye relaxing exerciser: users follow a track made by blinking lights from the light emitting diode. Another method: close eyes and feel flickering lights. Voiced directions. [Matsukyu Co: 4-6-7 Nishi Shinkoiwa, Katsushika-ku, Tokyo Tel 03-3694-1213 NK 10 Oct 94]

R104 Clip holds documents without leaving marks. [Bunpodo Co: 1-21-1 Kanda, Jimbo-cho, Chiyoda-ku, Tokyo Tel 03-3634-1461. NK 17 Oct 94]

// On the reasonably large flat surface area, one can invent additional features, eg: place to write notes....

R105 Laser pointer with adjustable beam: indicate dot, circle or line, sections of figures, graphs, text. Choose shape by pressing button, and size via dial. [Plus Corp: 1-20-11 Otowa, Bunkyo-ku, Tokyo Tel 03-3942-3045 NK 17 Oct 94]

+ R105-1 Anti-Vibrational Laser Pen: tremor from hand held laser is reduced.
-invent anti hand vibrating laser (click when user wants item marked to be stable, then unclick for deactivation...)
-D: hand's vibration = vibration sensor = motion of laser emitting device (encapsulated within the anti-motion device) is counter acted via its opposite motion.
-uses similar systems as with anti motion in cameras, etc.
-too expensive to manufacture? In which case, use future existing technology to cheapen production costs.

R106 Walking stick has alarm that yells for "help" thermometer, light. [A&C International: 7-26 Hiroshiba-cho, Suita, Osaka Tel 06-384-2843 NK 24 Oct 94]

R107 Copied ?? Laser detects block in train track. [Aviation Electronics Industry Ltd working with East Japan Railway Co. 1km range costs 5 million yen [$50,000]

R108 Rubber cap prevents umbrellas from slipping: also suitable for ski poles. [Yokota Ryohan Co: 960-1 Shimoyasumatsu, Tokorozawa, Saitama Tel 0429-45-9550 NK 31 Oct 94].

* Misc Note: following N (invention) were transferred from 2R file: these N previously had N #'s beginning with a "c" ("c" is for: Copied, not Computer)

R109 Tel ("T") tallies phone charges, display ("S") shows how much the call costs. before 92 MF.
-5A-72 monitors number of calls and lengths of conversation between certain departments. A computer ("C") database can show all types of graphs for diverse purposes, eg: which departments might need to move closer to another (during or without any corporate re-structuring), future plans, seeing the values and flows of departments, etc.
-OTD:

ACCESS **: "score" for charges according to^: which access code was uk (to make: long distance calls, calls to particular #'s / departments), charges differ according to type access uk (different long distance carriers have differing charges, and tel ("T") instrument (w or wo: cart, mfh) calculates charges accordingly; BALANCE **:; CLAP: to activate, engage, deactivate communication; Display ("S"): the country, area code, co, department or other zone user calls results in differing elements on display ("S") (the determination/selection of what goes on display ("S") caused via^: type access uk by user, caller id of # being called, # being called (mfh) sending this data; FLOAT **:; FS **:; GAME **:; MD *:; "M":; "mic":; MORNING *:; MQ/UQ *:; MULTI-USER*:; NOTIFIER:; OSC:; PRINTER *:; REMOTE ("R"):; SCORE:; STEREO:; SYNTH:; TDS *:; Tel ("T"):; UIP *:; UK:.

R110 Electronic Blackboard: Participants share documents, images and presentations. Shared via tel ("T") lines for simultaneous viewing and editing by distant users. Graphics can be retrieved and put on board from a file or electronically scanned on. Can display ("S") video too. [Sept 92? MF: Fuji, Xerox].
-OTD:
ACCESS **:; ARTIST *:; BALANCE **:; CAMERA:; CART *:; C:; CLAP:; %COMPOSITION *:; Display ("S"):; EDUC *:; EGH *:; ENTERTAIN:; FS **:; GAME **:; MD *:; "M":; MORNING *:; PD:; PP/MP:; MQ/UQ *:; MULTI-USER*:; NOTIFIER:; OSC:; PRINTER *:; REMOTE ("R"):; SCORE:; STEREO:; SYNTH:; TDS *:; TEL:; TGH **:; TOY *:; UIP *:; UK.

R111 Automatic pet door opens when identifies pet's transmitter. Nov 93 X.
(related-C)-8B-010-083004 Pet Locator: Know where your pet is, and how to find it.
-(certain products from this feature number are Not Electronic) user knows if pet is inside or out, based on whether they past through their special door or not.
-The way the door was opened, either going in or out, results in door shutting in certain manner and easily seen by owner whether they look at door from inside or outside.
-pet's collar has transmitter which shows if animal went in or out of door (based on direction in which pet's transmitter got weaker); transmitter shows what part of house or garden they are in, by owner looking on special display ("S");
- + owner's receiver can be used to find animal's collar transmitter. Receiver signals if owner is getting closer or farther from animal.
-useful for locating children. Animals in large zoos; nature areas; etc.
83
-way door was opened also can trigger electronic signal showing if animal past in or out of the doorway
-pet's collar also has a receiver...analyzer...speaker. This makes the sound(s) designed to call dog, eg: "whistle", or animal hears its name.
Footnote:

This locality concept applies to any moving element other than pets too, eg: vehicles going in and out of a walled in zone; locator

-OTD:

ACCESS **:; CART *:; CLAP: (for animal to make sound: meow, bark...; Display ("S"): (score on animal (their location)); "M": score; "mic":; PD: worn by animal; PP/MP:; MQ/UQ *:; MULTI-USER*: (multi-animal(each wears different pd w own type code being transmitted); NOTIFIER:; OSC:; REMOTE ("R"):; SCORE:; TDS *:; UIP *: (user being animal, eg: for laboratory study of animal movements/behavior); UK; %WA worn by animal (makes sound if they walk too far; makes interesting sounds (wild animals to excite pet).

> + R111-1 Pet Finder:

Know where pet is located. Need not worry if pet is lost. Location of pet known via one or more of following modes: pet's collar transmitter sends signals to receiver inside house, if its home; pet door's receiver knows if pet last went in or out; a non-electronic version of the pet door is such that the way it closes is so it shows which way pet went out (latter not patentable?).

-moved to "ps" 6.96

R112 Electric voltage changes colors of sunglasses. Dec 92 X. D (drawing): glasses = C ('computer) = tr = other product

-OTD:

ARTIST *: (hook into your c/mfh, for additional effects); BALANCE **:; CART *:; C:; CLAP:; COMPOSITION *: (visions change according to: type sound = sound analyzer = changes in view; compose music and such will change the following on glasses: its display ("S"), type color of glass, flashes of colored light; Display ("S"): user can either see thru glasses / see visual effects on display ("S") (crt); EDUC *:; EGH *:; ENTERTAIN:; "M":; MORNING *:; %PD:; PP/MP:; MQ/UQ *:; MULTI-USER**:; NOTIFIER: (alerts to dangers, eg: fire alarm, tel ("T") ringing...; OSC:; REMOTE ("R"):; STEREO:; SYNTH:; TGH **:; TOY *:; UIP *:; UK:; WA:

> R113 <*origin date?>Intelligent hotel room key goes beyond old magnetic card keys, has circuit chip. Can be programmed re data pertaining to user, billing, etc.

-moved to "access" 6.96

> R114 Watch vibrates instead of noisy audio alarm. For deaf, and radio DJ people.

> R115 Computer ("C") gives speech training to hearing-impaired. A computer-likeness of lips and a tongue mimic the corresponding movements of a trainee's lips and tongue. To practice singing, the musical notes of song scores, are shaped like birds. If a trainee's vocal pitch is correct, the bird opens its mouth. $400. -moved to "tgh" 6.96

> R116 GPS (Global Positioning Systems) locates position of trucks. This info used to adjust plan operation schedules. $10,000/truck.
-moved to "ps" 6.96

R117 Tel ("T"): automatically turns answering machine on/off based on when user normally comes and goes (uses PI). [Kenwood, 20 Jan 93, YD; Nov 92 - Oct 93 MF]
-OTD:
ACCESS **:; BALANCE **:; CLAP:; COMPOSITION *: heard by callers; Display ("S"):; ENTERTAIN:; FS **:; GAME **:; MD *:; "M":; MORNING *:; PD:; PP/MP:; MQ/UQ *:; MULTI-USER*:; NOTIFIER:; OSC:; PRINTER *:; REMOTE ("R"):; SCORE:; STEREO:; SYNTH:; TDS *:; TEL:; TGH **:; TOY *:; UIP *:; UK:; %WA: (receive messages (voice mail, tel ("T") messages, +multimedia, others) while user is in virtual reality experience)

> R118 System records view behind vehicles for truck drivers, eliminates blind spot.
-moved to "camera" 6.96

R119 Intercept laser light to deactivate alarm clock: kn
-OTD:
ACCESS **:(to alter settings); BALANCE **:(); CAMERA:(senses when user is out of bed "visual analyzer"); CART *:(); CLAP: (to activate* / deactivate alarm; Display ("S"):; ENTERTAIN:; "M":; +MORNING: (combination product with other "morning" product features); PD:; PP/MP:; MQ/UQ *:; MULTI-USER*:; NOTIFIER:; OSC:; PRINTER *:; REMOTE ("R"):; SCORE:; STEREO: (hear sound / see tv or cable at wake up time); SYNTH:; TDS *:; TEL:; UIP *:; UK:; %WA.

> * R120 Control walkman via REMOTE control. Sony Model WMWX88: 7.91 MF. Control many other products and in other manners! If few buttons are on this control device then there may be fewer functions controlled.
-moved to "wa" 6.96

> * R121 Activate/control product ("stereo") by tripping one or more laser light(s).
-moved to "r" 6.96

> R122 Computer ("C") predicts human error. Studies user's UIP first. 15B: Computerized typewriter gives verbal warnings when user is about to erase something from memory.
-moved to "uip" 6.96

> R123 Camera detects user's eye movements, view finder's frame is where the eyeball is looking. [Canon, 17 Jan 93 YD]
+-eye movements control products. Positions of eye represent different signals.
-moved to "r" 6.96

> ++ R123-1 Eye Controlled Touchless Keyboard: Camera detect's movements as eye looks at each letter on board. Upon eye's stopping at each square (represents key), signal is created as if key were pressed manually.
-moved to "r" 6.96

R124 Air conditioner functions according to UIP (when user is usually in, where they are in room). [Jan 93 X; Matsushita 25 Nov 92 YD]
-OTD:
ACCESS **:(); CART *:(); CLAP:(); Display ("S"):(); "M":(); MORNING **:(blows hot or cold air onto person at alarm time); PD:(); PP/MP:(); MQ/UQ *:(); MULTI-USER*:(); NOTIFIER:(); OSC:(); REMOTE:(control temperature, entertainment products); **SCORE:(); TDS *:(for uip); UIP *:(); UK:().

+++ R124-1 Automatic HVAC Air Flow Direction Controller: System blows air away from or onto user according to how programmed, and user's whereabouts. System knows user's location via one or more of following: 1] transmitter worn by user (eg: on watch), 2] heat sensors (useful in public places), 3] visual analyzers (too expensive in 1990's).
o BALANCE **:(rather than effecting audio, effects the flow of air (it doesn't blow directly onto person)), or vis a versa, system does blow onto person: the choice is controllable/pr by u (user) (via k/r); CAMERA:(visual

analyzer to know person's locations/how warmly they are dressed/if person is perspiring); WA:(integrates with user's WA product (desired temperature wherever user is).
-air flow generated from: vents (can redirect its air flow (via pivotal air redirector)); movable fans.
-applications: homes, vehicle, %outdoors (when HVAC costs (via fusion) are cheap enough).
-incorporated with systems which follow u: (audio) "balancer"; lights.
-D: people = sensors = HVAC controller = fan / altered air

R125 Tel ("T") & Answering machine: relays calls to pagers; or, says ("wait a moment for those taking baths"). [Rhythm Watch, early Jan 94, YD Before 92 MF]
-similar n telling incoming tel caller to wait in c dir (better n)
-OTD:
+ C / Computer ("C") = Computer ("C"). The most important central feature in each product number.
^D: 1uk(2pp/3mp) / 4**remote(2pp/3mp) / 5**clap (6"speach"/**pp/**mp) / %7[signal(s) tr between other (related) product unit(s) / part(s)] / 8**mfh / 9**mq / 10**uq = 11[tr/rc] = 12+C = 13[tr/rc] = 14+applicable product's description's desired function(s) are controlled / 15**other desired applications / 16**"notifier"(osc) ~ 17**"score" ~ 18*"display" / 19**"cart" / 20*UIP / 21**"printer".
-D Notes: 1/4/5/6 (helps) control system (turns system on and of / controls other functions)^: processing of incoming calls according to their caller id
-See IMI& for less crucial details

R126 Stuns/shocks people who make harassing tel calls to you. Jan 93 [Have printed information about this product sold in Japan. This co sold this or other products at Tokyo's "Hands" store. Also sold by maybe Panasonic/other big Japanese manufacturer.]
-stunning person can be via^: osc (piercing sound); (uncomfortable) vibration *; notifier (verbally / visually displayed communication); electric shock; sending (unpleasing / shocking) visual images [cheaper in future with popularity of video type t].
-applications: "T". For humans; animals; * plants; * all other organisms.
-OTD:
ACCESS**:(); ARTIST*:(increases creativity); CART*:(); COMPOSITION *:(increases creativity); ENTERTAIN:(); K:(r*); MORNING*:(); OSC:(); PR:(); PRINTER*:(); PS:(negative / positive stimuli according to where user w/ pd is located); S:(); SCORE:(tds); SYNTH:(sound quality has positive / negative effect); TEL:(tr); UIP*:(); WA:(ps).

> + R127 Commuter's train ticket credit card: circuit emits frequency read by device in the ticket gate. [Jan 93 X (saw printed before too, date unknown). JR (Japan Railway) stated research started some years back. Jan 94 YD]
-moved to "track". Abstract of existing N copied to: access, ps, track, bill. 6.96

R128 Beeper can send written messages via wireless; wireless portable terminal. [29 Dec 93 MF, YD 21 DEC 93 MF - Japan City Media.]

R129 Speaker tel ("T") answers when recipient says "hello". [1 Nov 93, the "Haudy Tel" Manufactured by NTT, Tokyo.]
D: c22 = c~remote~tel

> R130 Distancer. Taiyo Elecs Co: REMOTE ("R") sounds if child is 2 - 7 meters away. Dec 92. KN (invention) Russian Pat Application Number: 045892 23 Sept 93 for "Distancer", KN filed by Professor Tsibin.
-moved to "distancer" 6.96

R131 Keeps user awake: "sensor" sets of alarm if finger doesn't move. 6.92 X.
-"sensor" analyzes for when^: finger/hand/body part (head, neck, wrist, arm, *leg) dozes off (loses posture: tilts/falls asleep); gets too energetic (moves too much); moves in non desired manner (too far/much/little/not far enough)
-D: sensor=analyzer~c~notifier
-"notifies" user as described in R131-10 Rhythm Guide
-user: human/animal/*insect
=
* KN (invention) moved from: 2G12-C24 Keeps user awake: "sensor" sets off alarm if finger doesn't move. 6.92 X.
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tel ("T") rings when user falls asleep; mfh gives recording (UIP) to wake them up/alert them
D: c24 = tel~remote

R131-10 Rhythm Guide:
o applications: playing (electronic) instrument^:
--musical (key board; piano; (laser) harp [see my N from A/B/C dir]
-c / typewriter k (standard keyboard)

-benefits ^: better control (sounds better (music)), fewer mistakes (psychologically proven to reduce number of errors); increases overall speed (typing / *music)

.-rhythm of typing is interpreted into type behavior of typist: "behavior analyzer"~sensor=c=notifier/osc. (Increases/decreases creativity as described in `Inter-cultural Engineering' (ups creativity, quality control behavior). System correlates body's movement/position in helping arrive at conclusion from "behavior analyzer", uip.

--body movement/position helps develop uip. UIP can be a constantly changing (database/score) for (egh)

-D: k="sensor"~c~analyzer~clock~s~uip=printer/"composer"/music device/other desired product application

-OTD for Notifier aspect of this system:

CART*:(); MFH:(uip); MULTI-USER:(each user gets differing effect according to their "access"/uip); NOTIFIER:(); OSC:(); PR:(user/facilitator programs type notifier effect(s)); PRINTER:(what can show up on s); PS:(each location has differing notifier effects); Q*:(user can ask system to clarify what they are doing wrong/*good); S:(); SCORE:(tds; clock; past performances; egh); SYNTH:(effects osc); UIP:(); WA:(ps).

General OTD:

-OTD:

ACCESS**:(); ARTIST:(visual analyzer/behavioral analyzer studies^: images made by user; their rhythm; manner (order/speed) in which images are made (penned in/brushed on (electronically)/cut and pasted) = in tern system will "notify" user = achieving desired effect in user. Results: ups creativity, and other desired results explained in `intercultural engineering'); CAMERA:(visual analyzer: studies electronic/printed text/* 3-Dimensional objects (art)=behavioral analyzer=uip=notifier); CART:(); COMPOSITION:(); ENTERTAIN:(); K:(r); MFH:(behavioral/visual analyzers; uip); NOTIFIER:(); OSC:(); PR:(); PRINTER**:(); Q*:(); S:(); SCORE:(tds; egh); SYNTH:(uip/egh/notifier's analyzer control synth); UIP:(); WA:(r).

+++ R131-1-1 Typing Flow Trainer: Users are trained to type with even flow of fingers, because such typing habit is proven to reduce typographical errors and increases speed. Computer software program.

o Teaches user to move (hands on key/key board; * body (part(s))) with desired rhythm / pressure.

-D: k="sensor"~c~analyzer~clock~s~uip=printer/"composer"/music device/other desired product application

+-analyzer (C) determines the desired task (rhythm/right key strokes for musical instrument/body positioning)=(via uip/pr/cart. As user's situation changes (egh/differing applications/*uip), system compensates (egh). Example: to increase quality control behavior, the rhythm and speed of typing needs to be at 300 key strokes per minute at a speed with no deviation greater than 8% in time between (conclusion of) each key stroke/strike. To up creativity, system will require opposite: (key strokes must be over 8% different in time between each space from previous one or more key stroke (patterns) - patterns of keys (a word on typewriter is one type pattern) must change in non repetitive modes - the greater the changes the greater the "notifier" reward, and difficulty of egh.

---useful in training on any machinery where the timing between or sequence of signals created by user is to be "analyzed" then "scored".

-UIP: "egh" (education gets harder): as student's ability increases, system will increasingly "notify"/respond to narrower parameters to alterations in desired: tempo/*speed.

-"Notifier" (when (*w5) user is being **favorable / unfavorable): buzzes / (mildly) shocks user (via k (c=vibrator/electric shocker=key(s)). Transmits to user via pad placed at^: part of arm or lower hand touching table; seat; **pad placed on body part(s). Notifier works via one or more modes (simultaneously/consecutively).

--osc (negative (screeching/piercing sound/alarm)/positive sound)

--"s": system's display gives images to help mold user's behavior

-user: human/animal/*insect

MORNING:(appropriate body movement (key strokes turn off alarm; see A/B/C dir); MULTI-USER:(each user has different uip/*access/desired goal (favored behavior/pattern));PS:(different locations of pd effect how pr effects user, eg: in zone #4, user must be more cautious (quality control behavior));

R132 Portable cardiograph, has memory (stores data onto cassette tape). 30 Dec 93 X.

-stores memory digitally (c)

> + R132-1 Behavior - Medical Symptom Analyzer: System correlates patient's behavioral with their medical symptoms. Patient's graph for changing emotional state is matched with body symptom graphs, giving researchers additional needed analysis. Invention is the software's merging of data.

-moved to "ba" 6.96

> + R132-1-5 Biofeedback - Body function analyzer: User can look at their medical analyzers and see how they are/were performing (psychologically).

-moved to "ba" 6.96

R133 Feel vibrations of music in seat.

[Pioneer had before '92, Yupiteru 92 MF, 23 Aug 92]

R134 Pager integrated with pocket organizer. (Check air pad, remote) Casio? 5 Jan 94 X & MF.

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integrate "tel". Exists in some format (but without all my codes), eg: AT&T

D: c27 = tel/c27/mfh~remote

R135 Yamaha's Miburi functions: sensors on both wrists, elbows and shoulders. Wrist: controls volume, by turning wrist in - changes vol. July 93 MF.

R136 Calculator with alarm clock. 22 Nov 93 X.

R137 Notebook computer ("C") with bar code reader. 9.93 X, released 10.93 X.

R138 VIDEO camera which prints photo onto regular paper. 28 Jan 93 MF. (OTD check for "printer" in combination with camera).

R139 Notebook computer ("C") with built in printer ("air pad" ok too, but make sure its built-in). IBM Think Pad 550BJ... Jan 93 release date X.

R140 Voice activated wheel chair. 18 Oct 93 X.

R141 Remote Control Video Camera - moves camera into desired angle. 20 Dec 93 X.

R142 Stapler punches wedge shaped hole then stitches, no metal needed. (Ur prod # is B not A). Nov 93 X.

R143 Rocking sings infant to sleep, senses when baby cries, then switches on prerecorded sounds, or mom's pre-recorded voice, and rocks cradle. 5.93 X.

R144 Watch/clock gets its time checked via transmission from radio. Radio has perfect time & fixes watch's time if wrong.

R145 Casio's wrist REMOTE ("R") controller. Controls TV, VCR, has watch.

R146 System cleans the bath water (maybe we filed a patent on this, was #28) Waterproof Calculator (check OTD). Jan 94 X & MF.

R147 Fuji-Xerox: Handheld translator speaks sentences. X Dec 93.

R148 Tel ("T") Audio Adjuster: When the tel ("T") rings, the entertainment products being used at the time automatically lower in volume.

R149 Tel ("T") Lie Detector: Judge via person's voice's stress on the tel ("T"), if they are honest or lying.

R150 Auto Tuning Stereo: key in tel area code and system will automatically tune into radio stations in area. Victor Co. 03-5684-9311. Yomiuri 4 July 93 issue. No art. clipping.

R151 Organizer - Walkie Talkie: using infra-red light, can communicate between two organizers up to 8 meters. 'Super Denshi Techo Jr'. Casio. Sales started Nov 92. Yomiuri 20 Oct 93 issue. No art. clipping.

R152 Massage machine: place its small pads on parts of body. May 93 X NK

R153 Window opens/closes due to weather changes. (there are 2 N (invention) with this function, maybe C46 or C47) X NK May 93

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KN (invention) moved from: $ 2G17-C48 Control the opening and closing of windows via: remote control, or modem, or mainframe computer. Appears to exist: Window opens/closes automatically (via sensor) due to weather changes (eg: keeping out rain, unwanted sudden changes in temperature).

-(there are 2 N (invention) with this function, maybe C46 or C47) X NK May 93

---c48 = "tel"/tr = control from other location

-copied to: 5E020 9/95

R154 Computer ("C") becomes videophone too (see and talk with person on tel). May 93 X NK

R155 Prints transparencies for overhead light projector. Ricoh. Aug 93 X NK .

R156 Decomposes trash for use as fertilizer. Aug 93 X NK

R157 Anti-theft system: When "uk" into user's transmitter after the theft, an alarm sounds in stolen car, etc. July 93 X NK

R158 PC Display ("S") is enlarged via: big magnifying cover; and or a separate LCD or bigger CRT. Sanyo July 93 X NK

R159 Window closes in case of fire. Sept 93 X NK

R160 Solar powered lamp turns on when person comes by. Oct 93 X NK

R161 Device shouts warnings to illegal parkers. Dec 93 X NK

R162 Personalized story books. Kid can be character in his specially printed book. Maybe we have software version? Dec 93 X NK

R163 Driverless Electric Cart: it follows line on floor. Feb 94 X NK

System brings tel ("T") (tel call) to designated person: c58 = "tel". One was needed in very late June 96 fiasco of sports star driving cart at SF Int'l Airport.

R164 Noise Buster: active noise cancellation system reduces unwanted noise, eg: traffic. Original aspects - 1: use headphones, 2: use while listening to music system/walkman.

> R165 Smells/incense said to alter stress/behavior. 17 May 93 NK
-moved to "tgh" 6.96

R166 Electronic sign runs on solar power. 5 May 93 NK

R167 Fighting robot which punches. 21 Jun 93 NK

R168 Video Tel ("T") dating service 21 Jun 93 NK

R169 Spherical Speaker System: broadcasts in all directions. 7 Jun 93 NK

R170 Electronic soccer game, control defensive and offensive players. 7 Jun 93 NK

R171 Infrared automatic door "sensor" "Released Jun 92" . 19 Jul 93 NK

R172 Water purifier for coffee maker. 26 Jul 93 NK

* R173 Zoom function on overhead projectors (eg: check for any ability to manipulate images). 26 Jul 93 NK

> R174 Computer ("C") checks person's fingerprint before allowing "access" 2 Aug 93 NK
-moved to "access" 6.96

R175 Device emits frequencies, helps user sleep. 16 Aug 93 NK

> R176 Laser gun game: user's vest reacts to laser when they get hit. 30 Aug 93 NK

-moved to "game" 6.96

R177 Portable light goes on automatically when approached. 6 Sept 93 NK

R178 Clock says the weather. 31 Sept 93 NK

R179 Car lasers spot pedestrians and other cars. 4 Oct 93 NK

R180 Computer ("C") converts "uk" into sign language display ("S") for deaf people. Hitachi. 4 Oct 93 NK
**see 5A-800

> R181 Alarm clock bites hand which pushes button to turn it off. -moved to "morning" 6.96

R182 Converts Car's electric current to house current, so can use more products from car battery. 13 Dec 93

R183 Device warns user if they forgot to lock up when leaving. Door is blue when locked, red when unlocked. 20 Dec 93

R184 System converts spoken words into readable words on computer ("C"). 14 Mar 92 NK

R185 Portable Tel ("T") Video Conferencing. NEC 11 Apr 92 NK

R186 Camera stores photos on floppy disk. Cannon. 25 Apr 92 NK

R187 Bathtub shoots water & bubbles in sync with music. 2 May 92 NK

R188 Piggy Bank counts your money. 23 May 92 NK

Toy: c83 = "tel" = mfh = "tel"/caller/letter creating machine. Kid is sent letters stating the balance of their piggy bank (kept at home).

> R189 Anti-theft Car Alarm memorizes car's position [eg: get N for distancer used for cars].
-moved to "ps" 6.96

R190 Electronic translator speaks out desired words/phrases. Fuji/Xerox 29 Aug 92 NK

R191 Electronic Camera records still & moving images. Ricoh 3 Oct 92 NK & 8 Mar 93

R192 Camcorder's viewfinder picks up TV programs if an optional adaptor is used. Sharp 5 Oct 92 NK

> R193 GPS Car navigator gives verbal commands to direct driver. 2 Nov 92 NK
-moved to "PS" 6.96

R194 Waterproof books for bath (not electronic) 30 Nov 92 NK

> R195 Fingerprint operated entry system. 25 Jan 93 NK
-moved to "access" 6.96

R196 Vending machine microwaves its frozen food, then dispenses the food. 25 Jan 93 NK

R197 Scents are emitted to match scenes in movies. 22 Feb 93 NK

R199 Helium balloon flies around room without cord; adjust the weights to alter the height. 8 Mar 93 NK

R200 Fax machine screens out unwanted messages. See fax on display ("S"), print desired faxes. NTT 29 Mar 93 NK

* R201 Video Game: shoot while driving. 22 Mar 93 NK

R203 Walkman's retractable earphone cord. Sony 14 Mar 92 NK

R206 Goggles contain miniature TV screens. Sony 23 Nov 92 NK

R207 Airbag for auto back-seat passengers. Nissan 23 Nov 92 NK

R208 TV transmits audio to stereos without wires. Sony 7 Dec 92 NK

R209 Vending machine's robot decides which type product to give; a type of gambling. MF=Kokoro. 1 Feb 93 NK

R210 Calculator calculates units of time. Casio. 15 Feb 93 NK

R211 Deleted due to being same idea as R202.

R212 Lighting system changes to create desired atmosphere. Mitsubishi Electric. 26 April 93 NK

R213 moved from: 2G22-C107 TV: small & waterproof. Sony 20 Oct 93 Also includes other functions. D1: S=C. *D2: uk/remote = c~c107 = tel/stereo/kitchen appliances (oven, coffee maker)/ door opener/other products

R214 Projector projects images of solid objects on a display ("S"). Fuji-Xerox. 8 Sept 92 (JT) Japan Times, Tokyo

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moved from: 2G23-C108 Projector projects images of solid objects on a display ("S"). Fuji-Xerox. 8 Sept 92 YD (Yomiuri Daily Newspaper, Tokyo).

D: c~c108=tel=c~c108. Transmit desired element wanted to be projected via tel ("T").

R215 Clock displays ("S") local time for major cities in world. Seiko. 10 Dec 92 YD

> R216 Video games linked to tel ("T"). AT&T, Sega. June 93 YD

.-moved to "game" 6.96

* R217 Moved to R122.

R218 Silent Piano: Keyboard has earphone. Yamaha Aug 93 YD

R219 Wristwatch cordless tel ("T"). Similar to Casio's CMD10 except this is tiny tel ("T"). [Panasonic 5 June 93 YD]

R220 Cable TV lets users select when they want program to start. AT&T 3 June 92 YD

R221 Cable TV over tel line. AT&T 20 Jan 93

> R222 Computer's handwritten input image tablet pulls out on top the keyboard. Sharp 27 May 93 JT

.-moved to "k" 6.96

> R223 Self-aiming "osc" rotate automatically according to the music and room size. Victor 29 July 92 JT

-moved to "osc" 6.96

R224 moved to R205.

R225 Strap for laptop. Straps to leg while sitting. "Brutus" (Japanese magazine) 15 Mar 94, p. 53

* R226 Moved to R216.

R227 Remote control device controlled by signals from human nervous system. Use in video games. [2 July 95 S.F. Chronicle, p. B1]
-this is already a KN (invention) dating before 1995. Following info might duplicate earlier filings.
-how sys (system) differentiates between sweat (w its chemicals) caused by stress / adrenaline gland / changes in sweat from room temperature = "analyzes" for multiple other signals (uip, other chemicals, other el pulsed picked up from body).
-OTD D (drawing): This N (invention) sys (system) (R controlled by nervous system) ~ C ('computer) (R / status / score / signals from organism's body (electrical, chemical excretions, behavioral analyzer, sound analyzer)~ UIP =
ACCESS (); ANALYZER (score); + BA; CART (operates differently by user: multi-user, uip, k, access); EDUC (uip / tgh = sys (system) adjusts to "mood" of u); M (db); MIC (voice analyzer); MULTI-USER (); *NOTIFIER (); OSC (video game); PR (how process signals picked up from u); *PS (); Q (); *S (images altered by state of u's mind); SCORE (games); SENSOR (); SOUND ANALYZER (); STATUS (); SYNTH (); + R; TDS (); T (mo = m);
UIP (sw mode influenced by mental/physical state of u (user)
--(color background; aggressiveness level (of video game players) synth; how interact with cart)); VISUAL ANALYZER (intelligent monitor 2E251); WA ().

End of R List Inventions
Seafood Poisoning Tag 7J01

Sensor-Tags placed on (sea) food have 'indicators 'notifying the following:
-food deteriation level is 'scored.
-age of food item
-if temperature ever exceeded a certain point (and for how long).
Multiple tags for large fish. Consolidated tags attached to fish (fin/head), the pieces (break/peel) off for individual parts (placed with (plastic trays)). All have same start (tds, sensors, score).
UIP: characteristics of food item are analyzed for what will help determine possible food spoilage, eg: chemicals emitted for type of fish or pig – so applicable indicators/sensors can be used. Spoilage tolerance level for humans or other animals eating the food.

For all types of food: especially animal products. Chemical and electronic versions.

Diagram: food = 'indicator. Parts: 'sensors, 'tds, 'notifiers.

File: I Misc / VA Outsourcers

Language 'Guide & Voice Analyzer:

Teaches language learners how to pronounce new words. A Voice Accent Trainer 7J02

Abstract: Educates users to improve their accents, through the voice analyzer. Helps learners of new languages perfect their pronunciation; and those who are speech impared.

Something related exists – per Michelle C. Royal Software – distributes. Clear Speech Works – product name. SunburstMedia.com/CSW.html Developed in 1994.

Background:

. Users = scored according to how close their accents are similar to the designated pronunciation.

. Designated pronunciation: can allow for difficulties particular types of people have in speaking a foreign language. For example, French native speakers may tend to have a greater nasal sound in their speech = hence a designated level of nasal is analyzed as being part of a good sound score.

. Score: the level of deviation from the user's accent, is scored. A simple version may have green, yellow and red lights. Users rewarded/punished (financially) when average scores go beyond a designated average level = as determined by the behavioral analyzer.

. Behavior Analyzer Adjusts VA To U: BA's VA = Analyzes user's voice = then: 1. Scores accordingly (scoring gets tougher as u (user) progresses in education) / 2. VA adjusts for all types of speakers based on their (regional) accents / speech or hearing impairments.

. Guide: U can hear the correct versus incorrect accent (they spoke).

* Playback: u (user) can get educated after they were speaking (and when the tel lines aren't busy).

. Target ideal accents: Bavarian versus northern German accents (Hoche) are different, hence Africans hired to speak German are educated/scored according to the designated regional accent of the target language.

Term "Accent":

used to mean the standardized accent spoken in particular geographical region of a language group, eg: Scot versus Welsh English. "Accent" also means the "foreign accent" often heard when one speaks the target language as a non-native speaker. Bavarians and Northern Germans learning to speak Brooklyn English, can have a different scoring system as Bavarians may mispronounce in a slightly (score) different fashion than northern Germans.

Scoring Accent Methods: Levels of differentiation from ideal accent are scored via:
1. recording variant degrees of accents = scoring them (by human) at different levels from the ideal accent.
2. VA can analyze accents that don't exactly match each variation according to: level at which the accent is between one or another deviant accent, eg: a negative score of 2.5 implies the accent heard is between a bad variation of 2 and 3; and a score of 2.3 suggests the accent is closer to 2 than 3.
3. Most important words: Record the most commonly spoken words, with special emphasis on the words more likely to be miss pronounced, and or frequently used. Such words may have a greater variety of different accents, by which the VA will arrive at a more accurate score.

D: Users = Corrected by VA = educating = how to improve user's pronunciation.

"J" INVENTIONS DIRECTORY FOLDERS
File: J / J Folder KN

"J FOLDER" FILES: 2J&, 6J, 7J, CD MARKABLE.

FILE 1J

1J082 Ice Poppers: Upon ice melting to its core, the ice 'reacts by: making a popping sound; or emitting a tasty / colorful substance, making the drinking fun until the end.
. Non ice based version can do this. See 7G Ice Hot Balls.

FILE: 2J - GENERAL ELECTRONIC

2J-01 AUTOMATIC MUSIC CHANGER:
System changes type of music when the uip of the sound's profile is not being met.
-Appl: radio; sound cartridges; verbalized information: analyzed= via uip = C ('computer) alters / "edits" = osc

2J-04 'COMPUTERS' WINDOWS' OPEN AND CLOSE BUTTONS which are made larger. User can select the size of these buttons and or icons. These points can have all the same features as available now or in the future; increased size being more functional.
-D: u (user) = 'interactive icon ~ sw (software) = C ('computer) / desired 'reaction in system to u's commands.

END File 2J

File 6J

++ 6J010 INK COLOR CHANGERS: Signs use ink that changes color at Designated temperatures. Is this an older kn?

. Applications:

-Warnings appear when temperatures exceed high or low thresholds, Or enter within another Designated zone. Value in that readers May get used to seeing same sign when temperatures are in normal zone and not pay attention when most needed.

-Sample printed statements:

--Warnings for contents in container or environment when temperatures exceed designated levels. For example foods or chemicals may needs special precautions or can't exist in remain in certain temperatures.

-Sign may have ink visible in all/most temperatures as well.

. Patent Search: ink and color* and (alter* or chang*)

-Searching market for existence of product: contact sign companies [by e-mail too...?]

. Technical: see 1J080 Ice Cube Color Changer

-Perhaps the text is visible in all temperatures, but the change of temperature highlights and or occurs in only portions of the sign, for example as flashy borders to get special attention.

6J020 PEN INK COLOR CHANGER: Pen with color changing ink due to differing temperatures:

. write letters whose ink:

-Is visible only within certain temperature parameters.

-Changes colors when temperature changes

--Eg: put near incandescent light (for warmth) and watch change to [red]; put in refrigerator and changes to [green].

6J050 CALL WAITING STATUS INDICATOR: When getting an incoming call the type of beep designates the level of importance for such caller.

. Recipient cans forward/handle incoming call, as they like.

Examples: unimportant calls go to voice mail; there is a range of voice mail boxes into which recipient can key their phone (upon receipt of call)= according to type caller.

. D (drawing): caller = tag showing their caller ID = recipient's caller ID

Analyzer = status analyzer = osc designates type beep = listener hears and responds as they desire

6J060 HAND MARK ABLE CD FOR DESIRED SONGS: Mark onto CD to show system which songs are desired. Existing systems require the CD to be programmed per specific location on the rack.

-Option 1: CD sellers leave a place on the CD (center) for markings: fill in small circles for (non) desired songs.

-Option 2: CD player manufacturer offers way to imprint desirability onto CD. Examples:

--User manually applies sticker ((precisely) centered in middle), then user or system marks designation.

--system will etch in the code directly onto the CD (outer rim, Center) in (small) readable markings. The etcher can be a different or same system from the CD player.

-Improvement upon existing system: Should user want to take the CD to another location, reprogramming will be needed. Also it's easier to move CD around within the CD's storage rack.

-Use on CD for: music, data, games, etc.

-'Edit out/in designated elements ['images, songs, forms of 'synthesized sounds].

7J FILE:

7J02 LANGUAGE TRAINER & VOICE ANALYZER:

Teaches language learners how to pronounce new words. A Voice Accent Trainer. 'Tailored to user's type of pronunciation, then 'guides accordingly.

7J03 PRE-ACCESS NOTIFICATION: As a handicapped individual may require more time to get to the rest room, they can send a signal. See Handicap section.

7J04 HALLWAY PRE-ACCESS ANALYZER - "CAT WHISKERS": The invention will analyze availability of space for wheel chairs or other disabled assistance equipment. See Handicap section.

7J05 ADA LOCATOR: 'Location's ADA Accessibility 'Score system. See Handicap section. ['PS] 'database helps 'customize people's travel for whatever travel limitations they may have, eg: sight / hearing impaired facilities, etc.

7J07: UIP SHOPPING ASSISTANCE: suggests what user may want to buy. A shopping agent. Useful on places like EBay.com and Amazon.com. See our related 'GPS inventions.
-Create a public and (more) private profile.

7J08 TAGGED CASCADE EFFECT: System hones in on a frequency (sound), and cancels out other sounds to make tagged sound is clearer. System 'reacts when the clear 'tagged action occurs. Hones in on anything effecting man's five senses: Color [shines lights to drown out [non] desired color(s); other 'images; Touch / Vibration [cancels unwanted vibrational [patterns]]; Odors
-Step #1: Identify frequency: 'analyzer identifies occurrence of 'designated frequency.
-Step #2: Cancel Unwanted Interfering Frequencies: system hones in on a sound, color or other frequency. It drowns other related frequencies by emitting opposite frequencies for what might interfere with the tagging process. All or parts of this general step can be skipped. It's more needed to compensate for frequency 'analyzer/'sensor difficulties in distinguishing from ambient stimuli.
-Step #3: 'React per 'Tailoring.
.-Idea first came to Steven Kays in a dream March 30, 2006 morning.
. 'Tailor occurrence [trigger] any way programmable. Examples:
-Chirping: Pet girl bird chirps seeking mate. 'Sound recognizer cancels ambient [traffic, household, other bird%, appliance] noises. Automated boy bird chirping 'reacts by chirping ['osc]. Can be programmed to emit boy bird chipping after 'designate related occurrences [5-10 gaps in chirping (each gap/chirping period lasting over 5 minutes)].
-'Games: when 'designated 'entity acts in 'designated fashion; it can [help] differentiate do 'tagged 'entity; then 'react when 'tagged 'entity does something. A (cat jumps), B (door opens) and or C ('computer) (door remains open over a minute); or drawing (main player has a 'designated 'score level at that time) and E (game has exceeded 8 minutes); or A if not F (over three players [with average 'scores exceeding set level]); or every third occurrence of B if F is absent; etc.

--'Taggable and identifiable actions include: [changing] 'images or sounds with 'designated 'editable traits; story plots / scenes [when 'entity A comes near 'entity B [for 5+ seconds] [then A either jumps or climbs tree] [then B's face/eyes follow A's actions].

-UIP Input: honed in on actions/occurrence are less confusable with external stimuli; so provide more reliable traits info.

. This is sub-set for parts: 'analyzer, 'sound recognizer, 'content analyzer, 'edit, 'order & timing, 'positioning device, 'seek and or react, 'route, 'tag, 'tailor, 'track, 'visual analyzer.

. D (drawing): U = This N~C~ANALYZER = ACCESS [makes clearer what signals can determine 'access] [] // BA (Behavior Analyzer) [hones in on signals related to behavior, eg; happy laughing kid // EDIT [drown out what's 'designated; alter what was honed in on // ROUTER [routes 'designated 'entity or function] // SA (Sound Analyzer/Sound Recognizer) // SCORE ['designated 'score is one element considered when deciding what to hone in on] // SEEKS & REACTS [] // SENSOR ['seeking device] // TDS [sought action must have/be occurring at 'designated time(s)].

6J060 HAND MARK ABLE CD FOR DESIRED SONGS / DATA:

. Mark onto CD to show system which songs or types of data are desired. Existing systems require the CD to be programmed per specific location on the rack.

-Option 1: CD sellers leave a place on the CD (center) for markings: fill in small circles for (non) desired songs.

-Option 2: CD player manufacturer offers way to imprint desirability onto CD. Examples:

--user manually applies sticker ((precisely) centered in middle), then user or system marks 'designation.

--system will etch in the code directly onto the CD (outer rim, center) in (small) readable markings. The etcher can be a different or same system from the CD player.

-Improvement upon existing system: Should user want to take the CD to another location, reprogramming will be needed. Also it's easier to move CD around within the CD's storage rack.

-Use on CD for: music, data, games, etc.

-'Edit out/in 'designated elements ['images, songs, forms of synthesized sounds].

. Issues For Market Acceptance:

-For less sophisticated buyers, plus 2nd and 3rd world countries.

-Those who copy CD's could buy special CD players for this function. Such buyers though might just as easily take digitized music?

-Music publishers won't easily start this; CD copiers could more easily.

. What user can select from disk:

.-In other words: What user can 'edit from [any type of] disk [like a C.D. or other related [optically readable] [future] diskette.

-certain aspects of software can be [de]activated.

-scenes from videodisk

. Floppy and tape type [non optical disks]:

-data can be selected by marking encryptions on the [outer] coating of the data storage casing.

-the system reader may check to see if anything is posted in a commonly 'designated location on the casing and use this to help guide system as to how system should 'edit or otherwise alter how ('W5) the data is to be utilized.

. US Patent Search On Simple CD-ROM Claim Only:

KW: CD, C.D., compact disk, mark*, etch*, ?write, select, choose, chosen, pen, scratch, desir*, saving, save*

-and not: copy, portable, ?writ*, medic*, dental, patient, ?manufactur*, ?TV, ?television, ?VCR, ?radio, theft, vehicle, car, record* [recording]

-very narrow search strategy: (cd-rom or "compact disk") and (mark* or etch* or select* or choos* or chosen or pen or pencil or writ* or scratch or scratching or desir*) andnot (portable or medic* or patient* or radio or theft or vehicle or record*)

-STR: "fill$ in", pen, mark (mark able, markable)

+ . Benefits in encrypting codes outside main data - in other words, why codes may be stored separately from the main data files:

-the value here is that one need not encrypt such info onto the data storage [tape] itself. Such may be impractical to enter such as it requires a special [unavailable] device; security ['access] limitations.

-Anti computer virus protection:

fear of upsetting the pure raw data; protection against viruses [eg: the user might have just been able to read the files but feared to enter any info/change onto the actual files].

--Enough of the needed information can be provided without the risk of upsetting other data by virtue of viruses, human error, computer error, etc.

-'Access: software and data requiring a lower security clearance can make this more practical.

--makes it harder for computer hackers to access other confidential sections of data

* Types of walls between data fields:

-invention is from a limited perspective like data on two or more separate disks; should one disk get corrupted, the other disk(s) hopefully remain in tact [unless...].

-pancake disks: to keep information together, multiple [recordable] disks can be kept in the same [plastic (detachable)] casing. Eg: different disks of the same size on top the other separated by [plastic] with the ability for system to read each disk, eg: by 1] being able to [partially] eject out the desired disk(s), or 2] having enough room for reader to fit in through the gap between different disks.

-simpler readable only data [taped / etched / written] onto the casing or surface of data.

% multiple fields of data needing separation might be stored in the exact same medium, with the barrier only being software / computer code related; eg: different file names, or data in different forms requiring differing software to read/use them are the form of separation. This aspect exists?, but maybe this can be tied with some of the other unique aspects.

-the type of reader needed to read one or other type data [defined by physical form of storage, or file name, etc] might differ according to the type data desired.

--Value: each form of computer 'access/retrieval/usage of such data is [hopefully] different enough so that one corrupted form of retrieval won't result in corrupting the other retrieval modes. Eg:

---Viruses can't readily spread from one retrieval mode to another

---'Access in limited to one form of retrieval per 'designated user[s].

. Types of data / usages in the separated field:

-instructions as to what sections of the data are available for 'access, eg: which musical pieces are 'designated as desirable [regardless of which CD player is used, as long as the differing players use similar technology]

-strictly acts as a barrier for security 'access purposes, eg: where user puts in their password

-visually some of the data [hand written elements, codes, marks] may tell user the 'status, eg: which / how many songs are desired.

END OF 6J060 HAND MARK ABLE CD

Improvements On Filed Inventions & New Inventions

(SOCCER) BALL WITH SCORE KEEPING DEVICE:

-Transparent case/cover over scoring' piece. Can change manually or by remote control (without needing a flip open cover).

-Flip / snap / *slide open top

6J080 Snow Related Inventions *

Snow Boarding, Skiing, Etc.

Snow 1 - Movement Tutor:

Guides' user as to what body movements can improve snowboarding, skiing, and any other body motion techniques. Sensors on body are used to analyze body movements.

Details:

-Related to earlier body motion tutor.

Parts:

-Sensor Types:

--RF: image of each projectile shows/analyzes body movement.

--Distancers: measures/analyzes changing distances between each distancer properly placed on body (such as elbows and other fixed body spots).

-Order & Timing: analyzes changes in body movement, for each body part, and designated' function being analyzed.

Snow 2 – One Hand Photo Taking:

Click switch(es) to take photos of the great outdoors. Be saved from needing two hands.

Mounted Camera Locations:

-Ski Plank: attached directly to plank, or raised above it via pole (keeping more snow out of lense).

-Helmet:

-Pole – Hand Held:

-Goggles / Eye glasses

-Belt (buckle)

Lense Snow Wiper:

-closing device removes snow and water.

-avoid scratching lense from debris by: stronger glass; easily replaced lense or lense cover (by user)

-can only open for a few seconds during shooting time, then closes.

Details: Camera' includes: digital video; audio recorder*

Snow 3 – Turn Signal Alerter:

Let skiers behind you know the direction you intend on taking. Will reduce being accidentally hid by novice skiers needing more time to adjust their ski patterns. Especially useful on crowded slopes during weekends. Ha ha.

Visual display options:

-helmet's rear and sides

-back of jacket has lit arrow (using electronics)

-lights showing on any exterior clothing – if lights on the right side, then user is turning right.

Control Mechanism: (Remote) control on glove/jacket sleeve; in pocket; side of pants on or below hip. Small portable Remote control device. One or more buttons. Different signals created from same button, based on number of times pressed. VA. See "K", and "R", and *"UIP".

"G" INVENTIONS DIRECTORY FOLDERS

Table of Contents For G Files:

. 1G 2G 8G 9G
. 1G*
. 2G*
. 8G
. 9G

File: GG / 1G 2G 8G 9G

G SECTION

SUB-SECTION 1G

* 1G080 'CUSTOMIZED DOOR SAFETY: In case of emergency, doors automatically close sealing off fire, chemical, bacterial or other unwanted manifestations from spreading.
-Applications^: libraries, hospitals, and laboratories. Exists?
-D: "sensor" = c = mechanical (closing) device = function (closes door, opens/closes windows, alerts humans on premise/fire dept.

* 1G10 ROBOT: moves in manner like all the ways children play, eg: playing with balls (throwing, catching, kicking in desired direction(s)); climbing jungle gyms... Has commercial and toy applications.
-D: robot = (c = (cart, uip, pr))

* 1G11 WATERPROOF and electric shock resistant system(s) - an additional feature:
KN System for use in or near water^: bath, bathroom, pool, lake, ocean, stream, water sprinklers, rain, swamps. One or more of the following can be merged into a single product and or system:
- Answering machines; * Broadcasting equipment accessories; Calculators: plus products that also act as calculators; Camcorders; Cameras; Card Systems; CD player; Clock alarms; Coffee makers; Dictating machines; Direction Finders; Remote control door opener (eg: open front door for friend while your in bath); * Electronic drums; Electronic entertainment; Electronic jewelry; Electronic translators; Facsimile; Food/drink Dispensers; Electronic Games; Guitars electric; Hair curlers - driers; Hand written image input tablets; Headphones; Hearing aids; Inhalers; Interactive products: television, computer ("C") training devices, virtual

reality; Intercoms; Joystick Controller; Light pens / pens which write though it and writing surface (paper) are wet; Lighter clocks (table clocks with cigarette lighters); Marking equip; Massage machines; Microphones; Mouse - computer ("C") pointing device; Musical accompaniment systems - karaoke; Music centers; Music computers - synthesizers; Nurse call systems; Paging systems: personal / public; Projectors; Radios - novelty; Radio communication equipment; Refrigerators; Remote control; Robots (for toys, hobby enthusiasts; excludes assembly work); Speech input systems; Speaker - public address; Speakers; Stop watches; Studio equip; Tape machines: micro-cassette, voice sensing; Telecommunications; Television sets; Thermometers; Timing devices: clocks, master clocks, table clocks, travel clocks, watches, game watches; Touch sensing panels; Translation systems electronic; TV - Interactive: conference systems; tel ("T") systems; Video games; Video: camera accessories, editing machines, video effect generators; Voice synthesizing equip; Walky-talkies.

-D: waterproof casing of plastic / * plastic and or metal and or rubber = product = functions of product transfer through casing eg: uk; osc; s.

* 1G18 WALL GROWING IVY: Similar patent exists. Planters are built into walls, intern allowing a new wall to more quickly cover itself with ivy. Ivy grows from cavities in the sides and very top of wall. Made of cement or clay bricks. Soil fills portions of entire wall allowing roots to reach soil surrounding wall's base. Wall also has cords which more readily absorb moisture to upper walls cavities; these cords are plastic coated only in lower wall regions. Watering can also be done via below surface pipes with small holes. For strength, wall can also be in differing overall designs, eg: wider at bottom, or have creative buttress designs.

-also has some terracing helping ivy establish itself. Other plants can grow upwardly from top (if gov't zoning restrictions on heights of walls doesn't including growth from the wall).

-this N copied to G\GE (G Excellent) or G\GG (G Good) 8.94. See it for updates.

-Watering helped by inserting absorbing material which takes moisture from ground down below up to wall. Soil may be in all/part of inner wall. Run hose on top of wall with many small holes to water therein too. Special small canyon to hold this hose (in disguise), this hose is replaceable.

-holes in wall allow ivy to grow through to other side, while the holes are so when one looks in from outside the hole is slanted towards ground (they can't look horizontally inward)

-reservoir used to automatically water plants

.--(when soil is dry - using existing tube water feeders w/ absorption plugs placed in soil - when soil dry, absorption plug draws water from reservoir to soil its in contact with.)

.-tech: material made from: cement / clay / plastic - based material (weather proof, sun proof (wont discolor, crack)). Blocks held together w cement (like building brick wall), or plastic adhesives.

-other life forms living in / by% wall: flowers, shrubs, trees*, cacti; aquatic life (fish, plants, snails) with windows built into walls.

-other uses for wall: dividers for: indoor rooms, highways; empty lots, wind breakers.

-Miscellaneous: windows in wall may permit wind, easier visibility - seeing what is on other side of wall.

-Growing apparatuses can be (portable) made of: cement, brick, plastics, stone, (treated) wood).
-portable versions: moisture is released / absorbed from earth on which N may lie. N can also keep excess water / have self-watering system which stores water.
-Patent search strategy: (wall+ or walls+) and (plant or plants or ivy) and (cavit* or hole* or pot* or container*)
-US Patent No's: 5213857+ Wall material for growing plants - but not cavities; 5099009 D323133 D258255 plant pot's wick 4932159 5042197 5044120 D323133
-+ 4658541 Interlocking planters, for use in erecting decorative walls (KN parts can be inter-locking / replaceable; water drains down to lower regions; KN of made of more sturdy material; * KN also used where sturdy material is needed to: keep out intruders / support building structures)
-Utilizes Plant container KN in G directory.
-exists: lattices put against wall; plant pots with holes on side used for growing strawberries.
-MK N To MF (marketing to manufacturers): press releases; architectural organizations
-use in any [walled surfaces]: desks; bureaus; indoor / outdoor building's wall paneling; buttressed walls; privacy walls; fences of wood / metal / plastic.

> * 1G21: 'SOUND ANALYZER & 'WA: Walkman permits selected sounds to be heard by user. KN: 2D-170, also E Dir?
Either system is designed for wearer to hear all environmental sounds plus music without disturbing others. Or, system via noise canceling technology permits selected sound frequencies to be heard by wearer. Also, particular shape of air passage to ear better permits certain frequency sounds using known methods, the unique factor being the combination with the walkman. Exists: Noise canceler connected to walkman.
-cut and moved to 3E041 Telephone Noise Canceler 7.95: hence more info is missing for this N? The T N appears obvious, so need this data back.
% Lollipop and Popsicle stick holder: enables people with their busy hands to enjoy diverse foods on sticks without using hands. Users might be: on telephone and writing; using both hands for keyboard (k); invalids: have hands in cast; lazy; seeking adventure.
-Foods: shish kabob, chicken (leg), sugar cane (natural form).

Concludes This File 1G

FILE 2G ** MISCELLANEOUS

All (or most) N here are in R-List file.

NOTES: Some movement made 6.96 to file: c:\r\r-list. Simply moved about a dozen N expansions that weren't in r-list. This file is of products investigated as possibly having been copied. The existing N were located in

Tokyo during 12.93 - 3.94. The only meat here is possibly a few bits that were missed. This 2G file is more messed up than probably any other B - E directory of N.

ENHANCEMENTS ON PRODUCTS FOUND FROM FILE 2R

Later Additions to This File in R\R-List (from 12.94)

** INTRO:

Below codes describe where to locate manufacturers of the existing products.

Codes: The C# is the # assigned to the N from the process in which we checked to see if the product was a copy. Hence this additional C# segment (C here does not mean Computer) helps locate the source of printed material on the manufactured product.

Date of product. MF = manufacturer claims they were the first with this product at such date. X = date article was found about the new product in publication (eg: newspaper). Yet we aren't certain 1] if manufacturer publicized product before, 2] if there was another related product before. The reliability of MF & X is not absolute until further investigation. 3] NK - "Nikkei Weekly" Newspaper from Tokyo. YD - "Daily Yomiuri" Newspaper from Tokyo. 4] Products are normally from the new product sections of the periodicals. (YD usually published on Sun, then on Mondays from about 1993). If no publication code was printed, assume it is either "Daily Yomiuri" or "Japan Times".

-The #, eg: C1 is marked on my copy of the article pertaining to this existing product technology.

- "---" Some dashes separate the existing prod above from my N below

MISCELLANOUS:

$ 2G5-C3 Open electronic door opener via remote control. Exists: door opens upon receiving transmitter from pet's collar.

-Automatic pet door opens when identifies pet's transmitter. Nov 93 X.

User activates via "remote".

D: 2G5-c3 (door)=tel/tr = remote ("R").

* 2G6-C7 Computer ("C") gives speech training to hearing-impaired. A computer-likeness of lips and a tongue mimic the corresponding movements of a trainee's lips and tongue. To practice singing, the musical notes of song scores, are shaped like birds. If a trainee's vocal pitch is correct, the bird opens its mouth. $400. Mar 93 X. . Training can be conducted over "tel" (user's c = mfh). D: c7=tel~remote

* 2G9-C19. Stuns/shocks people who make harassing calls to you. Jan 93 MF & X.

D: c19 = remote~tel

* 2G10-C22. Speaker tel answers when recipient says "hello". 1 Nov 93 MF.
D: c22 = c~remote~tel

* 2G11-C23. Distancer. Taiyo Elecs Co: remote ("R") sounds if child is 2 - 7 meters away. Dec 92. II Russian Pat Appl: 045892 23 Sept 93.
. System (mfh/ps) calls user (parent) on "tel" giving "score" on person/item (which walked too far/user seeks "score" on). Here the "score" includes: their distance from some other point (PS central unit); the W5's of the person's activities.
D: c23 = tel~remote

* 2G12-C24 Keeps user awake: "sensor" sets off alarm if finger doesn't move. 6.92 X.
. Tel ("T") rings when user falls asleep; mfh gives recording (UIP) to wake them up/alert them D: c24 = tel~remote

* 2G13-C27 Pager integrated with pocket organizer. (Check air pad, remote) Casio? 5 Jan 94 X & MF.
. Integrate "tel". Exists in some format (but wo all my codes), eg: AT&T. D: c27 = tel/c27/mfh~remote

* 2G14-C29 Calculator with alarm clock. 22 Nov 93 X. C29 = "tel"~remote

* 2G15-C30 Notebook computer ("C") with bar code reader. 9.93 X, released 10.93 X. C30 = "tel"~remote

* 2G16-C33 Voice activated wheel chair. 18 Oct 93 X. Wheel chair (c33) = "tel"~remote

* 2G19-C58 Driverless Electric Cart: it follows line on floor. Feb 94 X NK. System brings tel ("T") (tel call) to designated person: c58 = "tel"

* 2G20-C83 Piggy Bank counts your money. 23 May 92 NK. Toy: c83 = "tel" = mfh = "tel"/caller/letter creating machine. Kid is sent letters stating the balance of their piggy bank (kept at home).

* 2G22-C107 TV: small & waterproof. Sony 20 Oct 93 Also includes other functions. D1: S=C. *D2: uk/remote = c~c107 = tel/stereo/kitchen appliances (oven, coffee maker)/ door opener/other products

CONCLUDES FILE 2G*

FILE 8G: PVC / ELECTRONICS / MECHANICAL

INTRODUCTION: Inventions are originally from the "R Files".

* 8G010 UTILIZED R261 Eye Inspection Mirror, ES 95
-combine this (small circular) mirror w: magnifying glass (each are same size on top of each other, each fold out from the other, eg: like an eclipse w/ one point where the two are held together.) One or more magnifying glasses in unit.
-Multiple things in one are handier.

* 8G020 BELLS (jingle/osc) if/when automobile hits bump. Teaches drivers to drive better. Attach bell to any stationary part of (inner) car. D: motion-"sensor" = C = osc

8G040 INTERESTING (PVC) objects coated in (PVC) (like nut in shell), can't necessarily know what's inside, until outer part comes off via: dissolving in (H20, chemicals) / taking off via:
snapping/pulling/tearing/eating/sucking (sweet candy); via: putting into rock polishing like tumbler (this gives an extra use to existing rock tumblers).
-play game' guessing inside. There may be clues to contents by outside, eg: size, color, shape, etc.

8G060 R244 LAVA LITE: W/ clock; el sys adjusts according to: uip; "mood"; pr; m*. ES 95

8G070 R245 TANGLE SCULPTURE ™: 3-D movable structure made of rotating connected links, easily twistable, turned, bent. ES 95
-alters shape according to: uip; m*; pr
-when shape altered: generates electricity
-altering of shape is a sys via which to control (R) el products. Each (total) positioning of one or all of its parts corresponds with particular signal -> controls object (toy, robot, antenna's movement.
-collapsible Tangle can become small (for key chain)
-parts can be extended / stretched*

$ 8G080 R247 SPINNING TOPS: Generates signals as it spins / according to how spun (speed, curvatures, surface on which it spins, eg: rough/smooth). 1signals = osc (stereo; music); %r commands; scientific applications: (w5/how long spins according to w5 of situation), tr signals (via r) to c/m.
-signals also generated via aerodynamics (only): how air rushes through contraption creating (whistle like) sounds.
-place differing (balanceable) contraptions onto (top of) tops -> creating differing corresponding (aerodynamic / osc) sounds.

-tops can spin within grooves (spots (holes) / tiny etched in ditches (of sorts)) = the (type) contact with holes/ditches = ("analyzer" / "sensor") = OSC . The holes have = have "sensors" built within them.
--grooves / holes can be made into "portable" boards which can be connected to = C.
-manufacturing: recall non-electronic versions are cheaper to produce. Consider having non-electronic version upon which manufacturer can add electronic versions.

$ 8G090 8R249 GEODESIC DOME KITS: Knex System Construction ES p23
-when pieces are fitted together into one or more designated (via instructions) designs, sys will: light up / activate osc / other function. Type reaction depends on type of interlocking design constructed.
-designs creatable into: animals, Christmas tree, trademark or company signs *, flat or three-dimensional signs, (toy, doll) houses, vehicles*, airplanes*, jungle gyms.
--D: energy source -> sticks / pieces used to construct structure (geo dome, house, car, doll, robot, roller coaster (ES), furniture) -> rc~'analyzer = "c" (cart, sw) ~ control of desired function or object.

* 8G100 R250 STATIC STICK: Part of 5E020. ES 95. Signals created according to (moving) (non horizontal) positioning of stick.

* 8G110 R251 MAGIC TRICK KITS: Part of 5E020. ES 95. Signals created according to (moving) (non horizontal) positioning of stick.

8G120 R253 (HAND) CRANK ELECTRICAL GENERATOR: (Hand) Pump Powered ((Flash) Light): now exists from at least mid 1995 [perhaps this was filed before competitor? Saw in saved clipping from catalog.] ES 95
-4E010: movement of object (toy, vehicle) activates: light / nr / osc. Energy source: battery / pump -> electricity/battery charging

END 8G FILE

FILE 9G: PVC / ELECTRONICS / MECHANICAL

* 9G010 DOLL: Shoots out part of itself. Obvious and or exists - sw aty.
(fore)arm shoots outwards, and is kept attached to doll via cord. Makes it less likely part will be lost.
D: dool = ejecting device (button) / cord = arm / bullet.
-suction cup can be at end of projectile. Play a game: hitting target.

-manage product liability issues.
-element shooting out: arm, *leg, *head, *hair, *eyes, *nose, arrow, *gun, bullets (big size), ball, other tool or toy.

9G020 DOLL MOVEMENT FEATURES ALTERATOR: replicates human / *animal expressions/movements.
Facial: eye (lids), cheeks, mouth, crying.
-Walking, talking, bending...
-D: [k=c] / manual controls (levers, knobs) = mechanical facial movements = covered by (pvc) skin / clothing / fur.
-S = shows images of changing facial expressions, etc.
-have sw version, eg: mimicking of human lips - exists probably.

* 9G030 TWIN DOLLS: function in unison, eg: shake hands, walk, talk, and cry. Probably not patentable.
Both start simultaneously, or when one starts it sends signal causing other doll to follow or reciprocate.
-Gen: Shaking Hands Robot / Dolls act in unison:
Hands (move to) clasp other doll's/person's hand (via "sensors").
-also walks; (holding hands helps prop up doll(s)).
-tr/rc at hand contact points used to communicate between dolls to coordinate: (walking / talking / crying) movements.
-D: dool=hand=rc/tr=hand=doll=hand=rc/tr; multiple dolls = c (pr, cart)
-movement effected by: music/sound -> sensor; c; k; joystick; mechanical (lever).
-when one doll talks -> sensor = next doll responds: talks, moves...
-simultaneously they also: talk or make sounds (osc), eg: cry; play or respond to ("games").

9G040 SPIDER: have multiple legs (of differing lengths). The bend (in one or more points) with suction cups at the end. All legs join at central point like an asterisk. Walking spider.
--depending on distance suction cup of particular leg is from body, the height of that leg (its knee...) is higher or lower, intern creating artistic effects.
.--place spider onto frig, desk, etc.
-it lights (according to) when it walks
-might walk down refrigerator door, via: gravity and suction cups at end of legs.

$$ 9G050 MEASURE ANGLES OF ECCENTRIC SURFACES: Measure the angle of unusual surfaces. Multiple prongs are placed on a rough rock granite stepping stone. This solves the difficulty of placing a carpenter's balance measuring device requiring a flat surface.
-The top of the surface area being measured is the average deviation of the rough surface formations.
. Creative Expansions Include:

-Electronic and non-electronic applications.

-Applications for the invention that might benefit by altering the invention idea. Examples: Can help an artist position pieces of their sculpture into desired angles. Another way to help determine the gravity mid point of an invention that might be otherwise difficult to balance on one's hand or other device. Setting up chairs or other devices on a beach.

-What portable products might benefit from having some version of the invention built into it?

* In other words: Determine the relative flatness of an unusual surface area like that of the carpenter's balance measuring device with a little bubble in a tube; when the bubble is in the middle of the tube, the device is considered flat. Other tubes are positioned to show if device is perfectly at a 45-degree angle. This invention is better in that it applies to non flat surfaces as well by using prongs to know the average position of the device being measured.

-Method for robots to navigate [without] tumbling.

-On a ship or other situation where the [horizontal] position [can be changed], system 'analyzes for the average / 'predicted [average] horizontal position(s) [over a graph of time]

-Each leg reaches to a different point 'analyzing for:

#1: How level surface is. Designed especially for non flat surfaces (have multiple curves, bumps). #2: Also checks for degree to which surface is horizontal / vertical (vis a vis desired perspective, eg: diagonal column, gravity pull). #3: Measures accuracy for degree to which desired angle is what it should be.

.-consistency level at designated points.

-D1: leg(s) = central point (c, sensor).

-electronic version: lights and angles are 'tailored to [demonstrate].

-D2: multiple existing levelers meeting together (like letter X or star shape)

-Patent search strategy: level+ and (measure or measures or measuring) and (carpent* or hous* or wood*).

-US Patent No's [from before 1990]: 4850491 4182046

-Technical - how KN looks: possibly a circular bubble (with flat-(is) top) = air pocket inside plastic bubble holding the liquid = moves to point opposite where there is the most dip/angle.

-Used for standard level measuring, eg: left to right and or front to back or other.

+ measures degree to which angle is at desired degree, eg: u wants 45 degree angle: place level on the (flat) surface then= rotate= then click into place the plastic bubble at the 45 degree point= resulting in plastic bubble being perfectly horizontal if the main contraption is at 45 degrees (in terms of earth gravity). Set level to measure accuracy of angle to any (five degree increment).

-claims: old levels used vials instead of rounder plastic bubbles which measure front to North to South or West to East or NW to SE...., while KN also can handle designated angles vis a vis up to down while also checking for other angles (incongruence), eg: (flat surface) being crooked in any other way from manner desired.

-Related to Invention 3E061 Human Body Motion 'Guide. That invention measures the angles at which body limbs are moving. It suggests alternative angles at which limbs may be held such as to avoid carpal tunnel syndrome.

.--An adaptation can be in that the 9G050 Surface Angle Measuring Device, will be able to gauge the angle at which a human limb is placed, since there are no flat positions on the human body.

+ 9G060 COLOR FILTERING EYEWEAR

Glasses filter out certain colors, making it easier to see through the clutter. The Visual Analyzer ™ connected to the eyewear identifies what needs filtering or enhancing.

-Pep up one's mood by selecting what colors are to be altered, with which favorite colors.

-Filters and or Enhances: Smoke is (somewhat) filtered out, while people and the physical environment are enhanced. 'Designated objects are enhanced, making it easier to search through clutter for keys, a specific part like a 2" screw.

-An application for virtual reality eyewear.

-UIP: 'guides/controls 'images being 'edited [via eyewear].

-Another form of Visual Analyzer ™ for: robots, people who are color blind or otherwise sight impaired.

-Any audio/visual signals can be 'edited [(in live form) for the user(s)] using 'VA and 'SA.

OTD: Environment: Indoor or outdoor light (may have differing colors if indoor or outdoor (eg: indirect light) even if the light levels are same / similar. Applies for any non or semi opaque material, like glass [window]. % colors of what lenses looking at effect its color. Polaroid sunglasses technology utilized. also as toy/gag (for kids). Difference is type color, not (necessarily) opacity. Expensive to produce.

-In other words: (Sun) Glasses change color (type color / shades of any such color) according to light level, eg: goes from yellow to green.

. Pat Search Strategy: glass and (color* near5 change*)

-US Patent Numbers *: 5184156 Glasses with color-switchable, multi-layered lenses - for added protection when radiation level rises.

-'Virtual Reality related: color of shading is designed to let 'designated elements in visible area [not] stand out.

$ 9G070 SELF-CLEANING SINKS, TOILET BOWLS. Electrically charge the surface area to: kill organisms (helps sanitize), *clean surfaces (el charges helps free substances from staying attached), helps eliminate dirty colors / odors.

-el or other fq applied to surface area can be constant (helps inhibit dirt, etc from attaching itself), or turned on when wanted by u (user).

9G080 SPLASH DESIGNER: Creates desired splashes. Program type splash / bubbles desired. System then creates such shapes or effects.

--water / air* movement controlled via sw. U uses windows like sw / interactive screen to pick / create desired effect.

--effects include: splashing, bubbles, osc, lights (into water), kn: water magic (converts water sounds via synth).

-excerciser: moving them requires energy; strap/place onto each hand, *arm, *foot, *leg, *elbow. The farther the water squirts the more excercise is being conducted (with force).
--D1: c = mechanicle controlling device = mechanicle movable device

* 9G090 PLASTIC SPLASHERS: Kit of plastic parts, each making designated type splashes / bubbles (effects how air blown in (via mouth, machine) comes out (into water).

* 9G110 INFLATABLE SWIMSUIT: <Pat: several aty gave low scores for pat & marketing & product liability>. Self inflates by pulling tab. Acts as life preserver skipping unnecessary bulk. Can also wrap around objects below water and bring to surface by pumping down air. Maybe easy inflating device functions like airline vests, and might keep out water? Kept in places where whole life vests are feasible, eg: risk of drowning too limited. Government approval likely?
-Helps user float. Product can accompany (inflatable) life vest too, helping user keep balanced in water. Torso's worn part can be one of any lady's swimwear designs: bra or one piece suit - also wearable by man.
-emergencies: inflate yourself / has tube reaching mouth user blows into.
-automatically inflates when u flips/turns on: lid/switch/device. Sucks in air by itself (w or without u blowing/pumping (additional) air). Can use airline type easily inflatable devices. Might help keep water out if/when u inflates while in water.
-such swim suit can be an under / over garment worn by people at risk of drowning.
-advantages: utilizes ease of body movement; thin material (until filled with air).
o-non life saving applications: surround / wrap around objects that one may not want sunk into water, inflate when needed; inflate via air pump to sunken objects, which intern rise to surface when have enough air.
--doesn't get in the way (as much) while uninflated.
-D: two layers of material, air goes in-between, eg: two parallel lines like: ll, though longer/wider flat parallel planes, cut and sealed into shapes of: swim suits (men, women), pants, vests, pants, hats (with head straps).
-maybe exists; would US gov't approve it?

* 9G120 WATER MASK ANTI-HUMIDITY BUILD UP MECHANISMS: utilizes one or more of following.
-Glass wipers (car windshield wipers) on inside (outside) of mask
-blows (warm) air onto (inside) of glass, like in car
-glass surface area coated with anti fog build up substance
-glass temperature kept above water's temperature, reducing any steam build up.
-D: glass = inside surface = wipers / air blower / coating / temperature controller.
-many people studied this field?

* 9G130 'CUSTOMIZED SEARCH LIGHTING: Search light attached to (under water) mask. Frees user's hands.

-multiple lights possible (one on each end of mask). 'Seeks 'designated shapes/'images = 'visual analyzer.
-D: mask=light=switch

* 9G140 BINOCULAR / MAGNIFIER WATER MASKS: u can toggle between or simultaneously be able to view via different visual modes with one mask. Additional Functions: microscope, zoom, normal.
-done via: mechanical / electronic (cart screen shows how el sys converts "camera's" images). U can see via multiple modes simultaneously: different parts of mask/screen have differing modes.
-D: mask = glass = binoculars / magnifiers = controls

9G150 GETTING INFO DURING TV COMMERCIALS: The normal TV mode is put into a small window w/in the s, and u can view other a/v programs during this time.
-sys will automatically place bookmarker from where u leaves program to return back to main program (after the commercials are finished).
-otd: u / sys% decides when commercials ended.
--% sys knows commercials ended upon rc tr from 3rd private company designating when a particular channel has changed (see kn).
-D: antenna/cable channel/satellite dish = c (k) = crt/tv = s
-reference made to "Editor".

$ 9G200 PLASTICS: Plastic contraptions attached to outside of "mic" effect incoming sound, in tern cheaply creating desired sound effects. Target market: kids, budget minded hobbyists. Eg: wind/other sounds are accentuated / muffled.
-D: any (changeable) shapes (with air passage to microphone) = snaps onto microphone = mic.
-sounds generated / how sounds altered (synth): wind sounds accentuated (opposite of existing mufflers which help reduce wind sounds); warped; sounds like sound coming from within blanket or box or tank (with water - causing echoes); highway noises; voices of women sound like men, and visa versa [popular existing consumer electronic tel product] %.
-attach device to following type mic: stand alone, tel receiver, mic = C, toy ("entertain"), "game" device.

* 9G220 CHANNEL SCANNER SKIPS STATIONS HAVING COMMERCIALS:
Dissemination of codes from 3rd source constantly states which channels are in commercial mode at any one time. This N is a major section of the "Editor" part, taking up maybe over 20 pages.
-The receiver for this information is connected to the remote control / channel selector (scanner).
-company separate from the entertainment channel / cable co can broadcast via air / cable.
-what is blocked: commercials / credits given at beginning and end of films / whatever else u wants omitted, eg: sports / news in general / type programs (horror, particular TV series, etc). Since this information is constantly changing in time - u can't simply block particular channels which can later have what they want.

-D: human monitors watch / listen to all types of entertainment (cable, TV, radio, information highway, etc) = code is k for type programming at that time = work station = m = tr (via air, modem, cable, etc.) = rc (at home) = k (channel selector) = item being watched (interacted w): cable, TV, radio.

-advertising for this product can state: "__% of your watching time is being wasted", "if you watch TV and hour a day, then we'll save you 5 hours a month...".

-also see: 9G150 Getting info during TV commercials

. Moved from 1G070:

-During interruption user can be free of their entertainment system (TV, other info highway program). A service company audits all programs, and sends these signals to subscribing customers. System will copy program until user returns, then user fast forwards what they missed until user is caught up and then enjoys at standard speed. Remotely possible that entertainment companies might buy this invention to keep it off the market.

-This signal comes from auditor who audits all television, cable, radio and so forth entertainment broadcasts.

-auditor can be human (or maybe computerized?) who presses button saying when commercials start and end. This signal -> user's system. Commerical starts -> Signal -> "notifies"/changes program user is experiencing -> end of commercial (signal) -> returns back to main program being watched/"notifies" user.

-Auditor can be a (separate) service which "transmits" its signals via -> radio frequency/cable/tel line... The auditor could even be handled by group effort say: neighborhood/students at major university taking turns watching/enjoying program while auditing as well.

-this product held off so as not to anger advertisers.

-U clicks certain button(s) -> Then sys can copy program if u doesn't return in time after commercials. -> Then u can play back (at faster speed) (meanwhile sys still copying). -> Then u can resume to watch (and or interact) in the normal speed.

-D: auditor determines when commercials start and stop / commercial has codes determining when they start and stop = signal transmitted = c = signal converter = transmitted to watcher (of TV) = osc (notifier of when commercials start and or stop and or are running / manipulates entertainment system (TV, radio...) by ((tuning into) another program made available (during commercials)

CONCLUDES THE 9G FILE

CONCLUDES THIS G SECTION

"E" INVENTIONS DIRECTORY FOLDERS

Table of Contents for "E" Invention Files:

. 2E

. 3E

.4E

File: E / 2E*

SECTION FOR FILES: 2E, 2E*, 3E, 4E.

SUB-FILE 2E *

INVENTIONS ORGANIZERS:

* 2E-200 Innovative Organizer: Computerized organizer.
-%(Includes all organizers developed by Casio, Sharp, Sony with the additions of = "air pad" / "remote").
-D1: 1"uk"/2"remote"/3"mfh" = 4 computer ("C") [memory, "fd-hdd"] = 5"display"/6"printer"
-*D2: 4 = 5 ["microphone" = memory = playback = speaker/earphone]
-OTD: access; air pad; artist; basic; 4 cart; cc; 5 character; 5 display ("S"); %distancer; educ; entertain; uq; portable; remote ("R"); *game; interactive; .
-Additional Applications for `it' [this new general product category section 2E200 - 2E230: any one or more of the following applications/products in `its' fields may be used separately and or together; with or without `it':

* 2E-220 RECORDER ORGANIZER: label and organize different sounds/voices/messages/statements. Ap: things to do are stored in appropriate place = played back according to: tds, which states it must alert (user/system) / voice converted to words which can be "displayed"/"printer".
-OTD: composer; sw

* 2E-230 CHARACTER ORGANIZER: "uk" type of character needed according to: type image wanted (type situation, w5, uip of viewer). Edit/create images of people, animals, figures...

MOVED FEATURES:
Files 2E010 2E020 2E030 2E040 2E050 - Moved for expansion 9/95.
> * 2E-100 General data on View Finders (N 2E100 to 2E130): for

moving pictures ^(video, cinematography), still life...
-moved to "camera" 6.96
> $ 2E110 Camera Light Analyzer: Determines from which direction additional light is needed. Suggests ideal type light sources to integrate with existing lighting, via use of its light frequency analyzer. This invention doesn't cover how this could be done.
-moved to "camera" 6.96
> * 2E-120 Air Pad View Finder: Exists. Watch yourselves when making videos by looking into the view finder while filming.
-moved to "camera" 6.96
> * 2E-130 Image-Data Print Out: Conveying of images to non film medium:
-moved to "camera" 6.96
> $ + 2E210 'Image searcher: Seeks designated images in sw database or real world.
-moved to "visual analyzer" 6.96
> 2E-240 GPS Organizer: Tabulates w5 occurrences of occurrences.
-moved to 'PS 2.97
> * 2E250 VCR Camera: An improvement of Sony's miniaturized camera.
-moved to "camera" 6.96
> + 2E251 Intelligent Monitor:
Remote Controlled Camera: Camera functions are controlled as dictated by distant computer. Computer records according to what its visual analyzer is seeking: what, when, how, why.
-moved to "track" 6.96

SUB-FILE 2E *

Files 2E010 2E020 2E030 2E040 2E050.

ORGANIZER

* 2E-200 Innovative Organizer: Computerized organizer.
-%(Includes all organizers developed by Casio, Sharp, Sony with the additions of = "air pad" / "remote").
-D1: 1"uk"/2"remote"/3"mfh" = 4 computer ("C") [memory, "fd-hdd"]

= 5"display"/6"printer"
-*D2: 4 = 5 ["microphone" = memory = playback = speaker/earphone]
-OTD: access; air pad; artist; basic; 4 cart; cc; 5 character; 5 display ("S"); %distancer; educ; entertain; uq; portable; remote ("R"); *game; interactive; .
-Additional Applications for 'it' [this new general product category section 2E200 - 2E230: any one or more of the following applications/products in 'its' fields may be used separately and or together; with or without 'it':

* 2E-220 Recorder Organizer: label and organize different sounds/voices/messages/statements. Ap: things to do are stored in appropriate place = played back according to: tds which states it must alert (user/system) / voice converted to words which can be "displayed"/"printer".
-OTD: composer; sw

* 2E-230 Character Organizer: "uk" type of character needed according to: type image wanted (type situation, w5, uip of viewer). Edit/create images of people, animals, figures...

Concludes File 2E

* 3E-090 MINIATURIZED SOUND RECORDINGS: A type of "Cart".
Picture someone putting into their pocket devices the size of money coins, which are pre-recorded music. Easily carry these around. They don't scratch and the title of the piece is on the outside. For details on contents, eg: on the titles and playing times for each piece, stick the piece into the player and see the "display".
.-can be in all types of shapes: flat disks, donuts, cubes, balls %-such can also hold memory for software, databases, tel numbers, instructions, maps and data for GPS.
-devices also hold software, database information.

SUB-FILE 4E

MOVED FILES:
>+ 4E010 Motion Powered Re-Chargeable Batteries:
-copied to better N file 1.95, see expanded version from 6.95. Moved to directory "I"

> 4E020 Registered Electronic Media Communication: Moved to own file.

> * 4E-050 Immediate Tel ("T") Response

* 4E-040 VR (create images desired for your virtual reality experience during / before use, eg: have a virtual reality type experience painting - this can inspire your creativity);

* 4E-060 ENGLISH INTO JAPANESE PROGRAM:

English words adopted into Japanese use `katakana' letters. Katakana is pronounced similar to English or other foreign languages but different. Different people will interpret the katakana spelling of imported words differently. Hence the software becomes the authority on the correct spelling.

-applies to all importations of words from any language into any other language, eg:

English/French/Russian/Latin/Italian -> Chinese/Korean/Arabic

-user types in foreign spelling and gets correct katakana, or types in katakana to get the correct imported word

-if the wrong katakana spelling is typed in then system will show the possible errors by stringing wrong katakana spellings to the right spelling.

--since different foreign words frequently have the same katakana spelling, user must select from many possible interpretations of the katakana word. System will first show the list of most likely words, if not found, user presses key and seeks next batch of possible words, and so forth.

-D: uk = computer ("C") = display/print out/speech/mfh

* 4E070: WALKMAN WITH MICROPHONE TO ENVIRONMENT:

User hears what is going on around them, while at same time, not disturbing others who can't hear user's music. Patentable? Similar older KN. See 2D-170 also.

-Application: have a walkman without the problems associated with being unable to hear what goes on around user, eg: door bell, tel ring, alarm. Sys for u who want to hear music/sounds/news/TV shows/etc without disturbing others.

-this is probably an NK before '95 (and before 4E070) in different N #.

-sound in room -> mic ("sound analyzer"*; existing noise canceler (sound buster)) -> 'WalkAbout (stereo, walkman, m (osc), TV or radio or VCR or other broadcast)~c.

-this KN also in early G directory.

-Patent search strategy: headphone and (select* or audit* or cancel*)

KW: walkman, headphone.

-US Patent No's: +5138663 sound canceling headphones +5134659 sound canceling headphones

CONCLUDES THIS FILE 4E * AND FOLDER "E"

"D" INVENTIONS DIRECTORY FOLDERS

Table of Contents For "D" Invention Files:

. Files 1D and 2D could not be opened at this time.

. 2D

File: DD / 2D

FILE 2D

(Formerly File 2C)

Introduction: All products are electronic, or as the second option, electro-mechanical unless otherwise specified, or obvious. Other versions of the product may be developed without electronics where possible with current technology. Abbreviations for descriptions are in the file titled "Product Specification Codes". - Diagrams first developed 6.95

-This file is not much part of the "D" directory since it was formerly file 2C. Hence any comments about "D" directory in general, namely the unity of different product numbers, refers to file 1D in D dir.

ANSWERING MACHINES:

- All the inventions get people more interested in leaving a message, and leaves less of the impersonal feeling. Markets creative adults. Incorporates all standard answering machine functions: date/time stamp...
- All reasonably available answering machine features can be options for each invention
- All inventions applicable for voice mail and tel "T" answering machines

* 2D-01: EASY LISTENING FEATURE:

Press a button to initiate the listening of the incoming message(s). The term within this product description for "transmitting" means to: clap or whistle or use remote control to handle the incoming messages without having to be right at the answering machine. User can return calls via use of transmitter. Conversation is on speaker tel "T".

-Perhaps when person returns home, the first thing they do is get undressed from business suits, begin cooking, etc; meanwhile people are eager to listen to messages. This invention lets users listen to calls with greater ease.

-Each transmission can be: a code for number of claps or whistles to equal one message, eg: three claps means, play last message again.

-After hearing wanted message, user can store by transmitting. Such messages are then kept in separate memory bank so listener then can listen again more carefully; or remember which calls they wish to return

-Other transmissions can be to: fast-forward the message (so fast that it can or can't be understood), at user's choice

-Device is sold with a picture that can be posted onto the inside of the closet door (is opened while user is changing into home clothes,,,,)

Footnotes:

Pieces of jewelry can also be transmitters;

-D: clap/r = sensor = answering machine/t/c

* 2D-02: FUTURE VOICE RECOGNIZER: Caller asks for desired person, or speaks out the extension number. If system can't understand, then it asks user to type the tel number into their tel "T" keypad.

--It is a user-friendlier product.

-If caller mentions their name, system knows whom to rush through without going thru an operator.

-D: mic = sound analyzer = t

* 2D-021 SYSTEM REACTS TO EXTERNAL PRODUCTS ACCORDING TO W5 THEY ARE:

Eg: Incoming-Call Identifier - Screener / External Element Identifier.

Calls from desired tel numbers have a different ring. Hereby caller knows whether to pick up the call or not.

-(Designating different type connections / (incoming) calls related to another of our ideas?): sys responds differently depending on which other N/sys/existing product wants to "interact" with it.

--sys knows identity of other part/sys via its: "access" / code / tel # / uip (behavioral characteristics of N, or U: how it moves / functions / responds (to stimuli from central "C" or "M") / visual analyzer / sound analyzer.

-this N (invention) is a type of UIP, "Router".

-If user walks over to device, the caller's tel number and or name... appears on screen ("S").

-D: Central Product / Sys = C ('computer) = sensor / analyzer / uip analyzer / caller ID sys part = tr/rc = External Product / Sys.

-OTD: ACCESS *(); BVA (); CID (); CAMERA (LENS) (); CART (type uip or senses or data sought); CLAP (); INFORMATION RETRIEVAL (); K (); MFH (); MIC (); MOUSE (); MP (); MULTI-USER (); NOTIFIER (when desired contact has been made with part or organism); PR (); PS (location of external product is a determining factor in deciding if any/type connection/contact is to be made); R (); ROUTER (routes external product by their type nature); s (screen) (shows status); *SCORE (); SOUND ANALYZER (); TDS *(); TRANSFERRING INTER-SYSTEM TELEPHONY (); UIP *(); UK (); VISUAL ANALYZER %(); VOICE MAIL ().

CAMERAS 2

-all options adaptable for still life operations are applicable for still life cameras too

* 2D-030 KEY CHAIN EMERGENCY CAMERA:

Tiny and crude pictures can be taken for emergency situations.

May not look readily like a camera, might even take pictures in infrared, or have option in way in which pictures are taken according to light level.... D (Drawing):"camera" = key chain / k
-similar KN (invention) exists in A or B or C directory.

+2D070 DIRECTION IDENTIFIER & RESPONDER ™:
Know the direction from which airborne and or water born particles, and sounds are coming: pollution, fire. Automatic pollution monitoring device. User Information Programming ™ 'predicts: needed 'seek & react functions; how to tailor system for user's tastes; who needs to be 'notified [based on UIP].
-Environmental protection: targets problematic pollutants faster, e.g.: oil spills, uncontrolled forest fires.
-Locate anything being emitted that can be traced back by 'sensors, e.g.: where mom hid the fresh cookies.
. Creative Expansions:
-Explore in your mind, what knowledge gained from an automated attendant might be useful and why.
-'Tracks [past] occurrences for W5.
-"sensor": judges direction of wind. Three or more sensors can tell direction much like having two ears in that the first sensor to receive stimuli identifies which direction, based on when/*how subsequent sensor(s) sense an occurrence.
.--the more such sensors the greater the accuracy in determining direction.
--combination with smell analyzer [existing and maybe KN (invention) versions]
-"analyzer": works w other information sources to (better) determine direction / nature of smell emission(s). Eg sys (system) "coordinates" information from current / future weather M information sources to determine direction.
.-tells the quantity of airborne particles; and or type substance; rate at which particles are arriving; logs (scores: w5 of rates of particles arriving).
-seeks: dust, humanly generated (body) smells...
-D: smell "analyzer" = C ('computer) = tds / wind direction determinator
-OTD: ACCESS**:(to activate sys, or read results, or pr); CAMERA:(visual analyzer: direction of visible particles (in wind), via microscope looking at air being blown by); CART*:(types of smell analyzers); K:(r*); MFH:(smells database); MULTI-USER*:(develops uip on different (potential) polluter's habits); NOTIFIER:(for excess pollution, fire); OSC:(); PR:(); Q*:(); S:(); SCORE:(tds; pollution levels (uip of targeted polluter)).
-Applications: catch / monitor (2E251) (illegal) polluters; identify source of (hazardous) pollution / waste / accident.
-For suggestions on types of hazardous substances also see 7G050, and manuals covering air borne (pollutants) (from factories / labs).
. PATENTS: key word search of US abstracts 1.74-1.97 www.qpat:
-(pollution odor smell) and (air flow) and direction.

* 2D-090 TAKES PERSON'S PHOTO, then you draw from the photo as a base. System can also take picture of people's shadow, silhouette, etc
-D: (electronic) photo = interactive s

* 2D-120 ANIMATED STORY MAKER & Electronic language trainer and translator: Develop story with text and graphics. The text can be (automatically / manually) translated into multiple languages.
-Uses visual (animated) characters for short or long stories. Use with written and verbal portions of communication in own and or foreign language.
-D: k = C ('computer) (sw)

++ 2D-140 SEND NEEDED PRINTINGS via fax or other electronic means. Each color group is via different transmission. This then can be produced into color.
-Same as older KN (invention) - Color Fax (B or C dir), though don't if it described transferring color via el (electronic) (non fax mode), eg: Email, C ('computer) = C ('computer) (but not fax).
-So simple and valuable it must exist?
-Possible applications/methods:
--if there are four (basic) colors: fax / TR (transmitter) (electronically (via modem)) four different transmissions for each color (group).
---pixel color sys (system) when there are multiple colors within same space: multiple transmissions have the same shape but differing pixels designated within said shape(s).
-functions like a printing plant, u (user) simply can transmit versus carry pages / data of what is to be printed.
-D: sw conversion process = (el) data of images developed = TR (transmitter) = rc = C ('computer) (graphics sw, cart) = printer
-Patent Search Strategy: fax+ color

MISCELLANEOUS:
. 2D-230 Remote Control Microphone: Controller selects which microphone(s) to activate and deactivate. (Another N?) D (Drawing):r=c=mic
* 2D-210 Portable Weather Predictor: By radio waves, you can call into computer "C" to get up to date weather, news... D (Drawing):r = m
. 2D-250 Detective Scientist: Game lets user find the villain via all the clues & tools provided in the game -includes microscope. Related to above game.
-option: one person, eg: mother can lay around the house all the clues according to the game's instructions. Eg: instructions say designate what is room 1, 2...
. 2D-260 Microscope Mouse: exists?
With computer "C" type mouse do following applications at desired location(s):

Slice; Cut out; insert; inject substances; eject substances on the surface; stretch; take samples; send desired electrical signals; alter type/quantity of light; change temperature;
-mouse with computer "C" lets user select the type of activity at the desired location
-Display item being viewed onto screen ("S").
-D: k/r (control via distant location (via t/modem tr)/mouse = s/eye piece viewer/magnifier/c = manipulator of studied object (cutter/mover/blotter)
. 2D-270; 2D-200 Medical Scanner
. 2D-290 Microscope attractor - Repeller:
Ap: attracting or repelling organisms, cells via: making sexual sounds, chemicals, sounds, movements, vibrations, temperatures, etc.

* 2D-310 DIVERSE AUDIO / VISUAL / COMPOSE SYSTEMS.
Standard Optional Features for each Electronic Invention:
-synthesizer, ability to transfer signal to audio or videotape, recordable CD.
-Signals created can be synthesized into video images. Device can print out the musical and or video creations in color / black & white photographs, 'images or codes.
-has display "S" showing signals being received, how they are being converted, stored, sent.
-system synthesize, file in memory, and edit all signals in any way technology now permits
-signals can be converted to also control lights according to corresponding sounds, rhythms, etc. (eg: flashing, moving, alterations of color via rotating translucent multi-colored pie sheet, or usage of desired colored light bulbs, alteration of light color by change in transmitters electronic signals generating different light frequencies from same general source - eg: same screen ("S") or bulb or bulb part
-signals can create vibrations corresponding to sound, rhythm, etc, effecting: any standard portable or stationary massager, eg: hand controlled massager for all or any part of body, seat, bed, whirl pool water massage, etc. These massagers emit in bursts, speeds, cycles, rotations, etc.
-signals to alert user of any external stimuli via any of the resulting effects described in this product category, eg: notified of person entering dwelling, room; fire; burglar; problem with child - crying, woke up, time alarm, tel ringing, door bell, any one or thing activating any call for communication or help w/ or w/o user knowing type of situation with a code for type situation. Such signals can be the sole purpose of product, or be a feature, which interrupts any other system described herein or other (eg: entertainment system, tv, video game, etc). Also applicable for physically disabled people, helping them know what' happening, or used as physical/psychological rehabilitation/therapy.
-play with laser percussion instrument (laser only replaces stick), "drum pads" respond to lasers (each laser "stick" having different effect). Frees player from being in set location
-alternatively, device can be made into manually driven instrument with an optional "mic" and without a synthesizer

* 2D-250 PRIVACY SYSTEM: The speakers can be put near the watcher, in this way user is able to listen at a lower sound volume, without having to sit too close to the mildly radioactive screen ("S").
-tv/stereo -> wireless TR (transmitter) -> osc (speakers).

END OF FILE 2D

"C" INVENTIONS DIRECTORY FOLDERS
Table of Contents for "C" Invention Files:
. 1CE
. 1CI
. 1CQ
. 3CE
. 3CI
. 3CQ
. 4CI
. 4CQ
. C Miscellaneous Charms

File: Peter / A B C / ICE

FILE: 1CE

1C-100 ENVIRONMENTAL HAZARD REMOTE CONTROL SYSTEM: <3, 2, 2, 2 Mk?>
For items that need to be activated in the extreme cold and or hot environments, and or those where there is high dust and or sand and or humidity or other items that may interfere with a normal switch mechanism, eg: in Sauna, desert storm regions, Siberia.
Applies to existing products:
(Usage of switches means there is a way for bad elements eg: sand to get inside)
Applies to existing versions of this product:
.-Patent Development Directions: find the existing patents for the basic products and attach the remote ("R") control feature. Then demonstrate how this remote ("R") control mechanism might be considered patentable. This remote ("R") control addition does the following: turns on/off; effects the level of operations like (intensity [such as volume, brightness...])
-Uses 1C-260

-Footnotes: remote ("R"); display ("S"); "C"; pp; mp; uk; date; all; bp; alerter; osc. See 1C-26. PATENTS: key words - via www.qpat of US pat 1977-1.97:
-(danger* or hazard*) and (remote adj control*)

1C-160 MOBILE UNIT'S LASER 'NOTIFIER: <4, 3, 2, 2> Train is alerted when upcoming track is blocked. Laser emission is reflected back to train signifying the way is clear. Operates during day and night.
-Trains are notified of a block up ahead when several of the train/vehicle track's laser light reflector's are blocked. Also applies to all other automated vehicles.
-If laser transmission is not returned from several reflectors know of a blockage.
-Train Laser Notifier: Oncoming train transmits laser to receptors up ahead the track. When there is an interference blocking the return of the laser, the driver is notified by sound alarm that something is blocking the receptor, either a car, etc. System may increase the response time of conductor during the day or night.
.-there are at least two types of receptors, those closer up; and those at the end of a bend (curve) in the train tracks signifying to the laser receiver that this should be the last laser within reach for the train
.--the way in which light is reflected determines.
.-naturally there may be pranksters (vandals) who switch, change the lasers, as a result:
--conductor needs to make final decision as to any actual obstacles on track
--the reflectors need to be attached to the track and or rail in such manner that it is nearly impossible to take off, and if taken off the reflector is damaged (eg: the reflector gets bent out of shape and then looses its reflecting ability)
--one remembers that garbage may cover reflectors, as a result reflector might also be a little on the outside of each rail as well
.-the height of train's transmitter needs to be neither too low nor too high...
-also applicable for cars and other automobiles. They can seek a special strip on the road and alert when it is blocked by: another automobile, stone on road, etc. (beware of garbage - so maybe system will only alert if blockage covers a large enough of an area)
--the reflector can be special paint (eg: with many tiny reflectors within the paint)
-other applications: items traveling down conveyor belts; toy train tracks and race car sets (includes plastic road-speedway
-OTD: display ("S"); C; pp (adjust levels of sensitivity and other matters); mp; uk; date% (keeps record of when traveled and where (eg: with our other Satellite locator product); basic; bp; alerter; osc; score (system shows how good a driver you are by how far driver deviates from designated line).

New from 5.96:

-Pat search str 12.95:
-((radar adj3 waves) or laser*) and (warn* or alert* or notif*) and (motion* or move* or moves* or moving or train* or vehicle* or car* or cart or carts)

Acts as a movement guide for robots and other automatically controlled movements.

-Prevents tripping: objects (not normally) on ground = are noticed by laser = "notifies" = u (user) walking by. C ('computer) = UIP "analyzed" ("visual analyzer" = what objects are normally there, eg: furnishings, plants; but notifies about tools and garbage left lying around.

--applications: manufacturing / research and other sights with many tools and objects moved around; homes with children or aged.

--tells u (user) when it is safe / not safe to walk: US pat: Cross-walk warning system 5406276.

-US Patents: 5465142 5406276 5371581 5314037 5293162 5388048 5467283

Movement is altered according to presence of other (moving) objects: potentially obstructive object = "visual analyzer" ("sensor" = this laser KN) = movement controlling "analyzer" = movement controller = mobile object's motion altered.

--motion alterations: speeders or slows down (not necessarily complete stop) in relation to: other object's speed (and what's predicted to avoid collision); giving enough time so perceived object (pedestrian, moving object, car) can get out of way on its own; give enough time for human riding in automatically controlled vehicle to take over and steer clear of obstacle, eg: driver woken from nap when vehicle's safety level ("score") gets high.

<3, 2, 2> 1C-180 'INTERACTIVE 'ENTERTAINMENT SELECTOR FOR COACH POTATOES: When you get down to it, the process of inventing is often much more challenging than being put into the passive situation of observing pre-recorded entertainment. Entertainment studios need help capturing non-coach potatoes to and pay cable fees, or get their ads with our User Information Programming ™ functions. 'Customized 'entertainment.

. Radio, film broadcasts and other entertainment is scored according to your tastes. Your preferences are determined both by how you answer the software's questionnaire, and or the actual programs you decided to observe. Viewers can also rate programs.

. Menu Options:

-Stations are 'scored for 'multi-users on: interest level per 'designated criteria like 'educational value; adult level content; violence; percent of content spent on ads; conservative to liberal thought levels; amount of interest it will have for inventive thinkers based on its subject matter and or novel way of approaching the topic. A list can be obvious.

-System notes the moment user switches to something more interesting. It 'analyzes why they choose which new station. Each segment of ['entertainment] program can be 'scored on over 1000 variable elements [effecting user interest/pleasure/'education, etc].

. Creative Expansions Include. Focus:

-Boosting broadcaster's profits.

-Help people learn, e.g.: system compares the informational level of the show, with what the scores viewers received from taking tests on "facts about the world" and such.

-Scoring non-entertainment media.

-How scoring can nurture creative thinking.

. More:

Selective Station Menu: Easily select desired cable or broadcast program according to your taste requirements.

-When watching tv, listening to radio, "interacting" w/ "entertainment", etc. the preferences for other stations (based on the type style, mode preferred by user) which when available will show up on screen (states the type programs/songs/pieces available.

--tv: a bar on bottom of screen

--radio: display ("S") shows the station numbers of interest

-does it exist?: auto radio system, which lets user select types of music, desired according to region. As they travel to new areas, system will select the type radio stations user wants, saving them time from hunting around.

-UIP: memorizes user's preferences in the system and used in selection process. Time of day / external events influence station/music/movie/news/info sourcing/'routing.

+ O -the order in which stations are offered for choice places priority on the preferred styles, rather than the numerical order of the channels.

--function: user hops from station to station (sampling until they choose to stay or hop to next station).

---In time user will go to the end of the channel options (end channels are the least favorite).

.----If the selection of channels is too great for user, then they can limit the number of channels within the loop of stations. Such limiting may be done via set number of maximum channels (can be changed from minute to minute); and or in combination with a numerical preference factor - whereby there is a balance between those shows with high ratings according to "PI" and an excessive number of stations. If there are too many stations at a good hour; then the preference rating will need to be higher and there will also be more stations to select from. At poor hours, the preference score is dropped as well as the total number of stations.

-since it is difficult to judge exact "uip" for each user: film maker and or broadcaster code the "uip" elements for their films, radio shows.... Hence when user is found to prefer certain shows, though they didn't mark it in their "uip" database; invention will accordingly ad and or delete preferences. Eg: User states they like comedy films, and dislikes romances. In reality, they don't favor the type of humor producers are developing and or broadcasting, and hence user doesn't really know their preferences according to culture's menu options. User might however perceive romance as only being X rated, and in actuality was found watching such romance stations (eg: romance was at the end of their station option loop).

-providers of entertainment shows tabulate changes in watcher's preferences for future upcoming productions of theirs. Rather like the Safeway store program in Maryland, USA judging what products users are selecting, when, and in what combination with other products, and how current events effect their selections. System notes when the preference selection was made by both the user and or system - such being useful for producers, and in judging changing habits of user as well.

-D: broadcast station sends out additional code labeling its type program, eg: classical or country music -> receiver -> "analyzer" -> sys (system) selects and stays with desired program.

-Footnotes: display ("S"); pp; mp; uk; date (of shows); all; vc; uq; mq.

Pat search str:

--(television* or tv or radio) and (select* or choose* or choosing* or pick* or prefer*) and (channel* or station*)

-US Patents: 5361401 + 5323240 - and other related Sony products/research + 5317403 531592 5261117 ++ 5466488 TV programmed distribution signal having capability to selectively block non-programmed material, eg: commercials (u pays extra $ for each time "editing" takes place, inducing viewers to watch commercials = resulting in revenue to broadcaster by viewer or advertiser). 5333091 4605964 4259889 3721757

-Parents / communities / companies / institutes (classes) can restrict what their children / members / others / they themselves - wish to watch = uk desired parameters ("editing")

-"editing" = input of any signals: ("entertainment" fq) / text (sw based) = from: m / broadcaster / cart / scanner / rc.

-catch just the desired portions of desired programs.

-Pat search str 6.96 Bib disk: (interactiv* or tailor*) and (tv or television* or radio*):

5504896 5502504

+5446490 Interactive television with tailored programming. Issued 8.95 via AT&T

5319455 System for distributing customized commercials to tv viewers.

Shorter pat str: (television or tv or radio*) and (select* or choose* or choosing* or pick* or prefer*) and (channel* or station* or advertis*)

Pat str: (television* or tv or radio*) and ((design* or programmed) near8 (select* or prefer* or choose*) or interact* or

tailor*). Note: interact* brings in 75% of patents.

1C-181: CHANNEL SELECTOR RATING SERVICE:

From 5.96: Private parties rate broadcasters and other data providers by any criteria. Ratings in turn influence channel selection / screening by subscribers to rating service.

-D: rater codes channels / broadcasters / publishers / transmitters = tr/rc = subscriber merges rater's codes w (with) program(s) = selecting / screening sys (system) (1C-180) = u (user) views material.

-earlier KN?

-applications: rating value of (business / educational / scientific) data on: internet / broadcast (especially if there is no self monitoring for its quality);

--ratings can be given for each aspect within each channel or sight on internet: selects aspects of movie or game / selects different articles w/in said sight on internet.

--rater's comments = can be viewed (s) by = u

. For Techies: "route", "edit", "score", %tds, analyzer.

+ <3, 3, 4, 4 Not$> 1C-290-083004 AUTOMATIC AUDIO BALANCER: Speakers' volume adjusts according to where person sits. System uses central point for two or more people. Example: home or car stereo. Details moved.

+ 1C290 AUDIO FOLLOWER & BALANCER: The output of speakers adjusts and is balanced according to your location with the remote control device. Wherever you are, it sounds like you're in the middle of the sound system. Walk to your desk and enjoy similar same surround sound effects as you had while in front of a TV (broadcasters of opiates to the masses - might not like this).

. Designated audio visual signals follow according to UIP (User Information Programming ™), e.g.:

-Segments tagged as commercials are 'edited out.

-Adjusts for the hearing impaired, or the type of hearing device being used in one or both ears.

. Applies to any audio communication function. Examples: educational 'video games, 'virtual reality training systems teaching compassion to hard core criminals, stereos, TV, pod casts. A list can be obvious.

. Creative Expansions Include:

-When and or how system selectively chooses to function, based on automated criteria. For toys, games, etc.

-Nurture creative thinking.

-Extra features to generate greater impact or experience in listeners.

. According to user's location, the speakers balance their sounds accordingly.

-user's transmitter; or systems motion detector determine locality of person(s) and decides which speakers need more or less sound.

--if there are more than one people, then system balances sounds according to the rough center of the multiple people

-ap: television, radio, any other music or sound generating device

The following was product number 1C-050: Sound Walk About:

continue to hear the sound of what you are listening to regardless of where you go in the house or other premise.

-when on speaker tel ("T"), you can continue to speak to person throughout your room/premise since the covered area has multiple microphones and speakers

-when watching television or listening to sound system, you can hear almost equally as well regardless of where you go. Even different c/tv/"notifier" screens (s) can automatically go on when you enter a different location. (Ecologically minded people don't want multiple tv's on at same time).

Ap: theater where certain sounds may wish to be activated from different regions of stage

*-games

*-getting information while walking down hallways

*-speakers may be portable, as well as microphones

-couples as paging system in large buildings: sys (system) knows where u (user) is, hence^: broadcasts only in u's area; "notifies" u (user) there via (osc, flashing lights)

-television screen's position adjusts to best position by where person(s) are.
-system identifies person's, animal's location via movement sensors; then can announce statements via speakers nearest their location
*-same product might also be used to broadcast via the speakers according to product's central control (not based on positioning of human(s)
Related to product 1C-291
-person walking around has transmitter identifying their location and or transmitting their outgoing voice via their "mic". As person walks, the speakers near them are activated.
-related to product No 1C-110
. For Techies: remote ("R") control of balancer; pp; mp; date (at certain times the balancer is programmed to over-ride where people are and has a set balance that is needed); interactive%; basic; vc; score%; md; cp; mq; access; uip; clap; distancer.
(see diagram in "Product Specifications" paper)
-Pat str 6.96 Bib Disk: (sound* or audi*) and (balanc* or (follow* near8 (listener* or person* or user*))
-US Patents: 5386478 sound system remote control with acoustic sensor.

END OF 1CE FILE
File: A B C / IC1
FILE: 1CI

1C030 CRITTER CATCHER - Cockroach Slick:
Slippery chemical formulae used for inner lining of garbage cans. Keeps bugs from crawling out of the can if it is not completely full. This solves the problems of having to frequently take out garbage, especially in the evening.
-Similar in idea to the Pitcher Plant which has hairs that trap insects into its pit which is usually filled with water and chemical to digest the bugs.
-The non-electronic product version was tested, it really works.
-'Customized sounds ['osc], smells attract [sexually related] 'designated insects. 'Customization can be based on what its 'sensor's 'track/'analyze are the type/number/size/behaviors of the organisms.

1C-040 SOUND ADJUSTER:
-Amplify the following doorbell; microwave and or other cooker or coffee maker's buzzer signifying food is ready; premise's burglar and or fire alarm: when only the hearing impaired person is at home, or when there is a large party, or when people are in the house's backyard, etc.
-Each device's audio volume goes up when programmed such individually, or when the central command is so programmed, in tern all connected devices up and lower their volume accordingly

-Additional ap: tel ("T")

-For Techies: display; pp; mp; uk; date; all; "mic"; bp; alerter; osc; score; access.

1C-070 VIDEO MESSENGERS:

-Leave messages for person onto video tape or stored in "C". The CRT will announce messages verbally and visually at a pre-programmed time

Applications: eg: when mom wants her kid to do something at designated time, eg: tell her daughter to put pie in oven before mom comes home from work; tell spouse when you'll be back home; leave message for employee at work; president can send same message to many people at once - saving president's time and getting good impact

--Intercom system

-* View the activity of the office from your device (also acts as type of security), can see who is at front door too

-User can also request to get their messages

-For Techies: display; "C"; pp; mp; uk; date; states the time and date of incoming/outgoing messages automatically; interactive; toy; all; entertainment; "mic"; synth; mfh; bp; alerter; osc; vc; score (number of messages); cart; tel ("T"); sp tel ("T"); tr; mo; fs; cp; mq; access; character; clapper (recording activates other items, eg: microwave stove)

1C-071 VIDEO ANSWERING MACHINE:

Leave video messages for people in your office or home. Also has interactive video feature, whereby user can ask questions and get more information.

Like a tel ("T") answering machine, leave audio/visual messages on another's machine by transferring data via wire or airwaves.

-All operations are basically similar. Eg: outgoing announcement can be received both via audio, or audio/visually on caller's device; receiving device prompts caller to send their a/v signals (though only audio can be accepted as well if caller's system is more limited).

-Can work with the cruder current video telephones, and with more sophisticated future models.

Footnotes:

Also acts like a fax receiving machine.

.-if caller's device doesn't allow visual transmission, or if there is technical failure, system will work just in audio mode

.-additional ap: receive video clips at any time of (shows, instructional nature [user can request from manufacturer detailed instructions on how to operate, repair, etc their product])

. For Techies: display; "C"; pp; mp; uk; date; states the time and date of incoming/outgoing messages automatically; interactive; toy; all; entertainment; "mic"; synth; mfh; bp; alerter; osc; vc; score (number of messages); cart; tel ("T"); sp tel ("T"); tr; mo; fs; cp; mq; access; character.

1C-101 THEATER LIGHT CONTROL:
-related to an AX product
-walk about the stage and w/o public's knowing trigger different lighting - saves on costs of human labor to move and turn off lights. Also applies to normal light switches.
Applies to existing versions of this product:
-Patent Development Directions: find the existing patents for the basic products and attach the remote ("R") control feature. Then demonstrate how this remote ("R") control mechanism might be considered patentable. This remote ("R") control addition does the following: turns on/off; effects the level of operations like (intensity [such as volume, brightness...])
. For Techies: remote ("R"); display; "C"; pp; mp; uk; date; all; bp; alerter; osc.

1C-102 TEL ("T") CONTROL FUNCTIONS: activating: speaker phone, volume control for incoming or outgoing voice, hold button
Applies to existing versions of this product:
-Patent Development Directions: find the existing patents for the basic products and attach the remote ("R") control feature. Then demonstrate how this remote ("R") control mechanism might be considered patentable. This remote ("R") control addition does the following: turns on/off; effects the level of operations like (intensity [such as volume, brightness...])
. For Techies: remote ("R"); display; "C"; pp; mp; uk; date; all; bp; alerter; osc.

1C-103 MOTION ACTIVATED SOUNDS: Opening drawers, boxes, windows, doors w/ or w/o an additional/optional lock system with a combination needed
Applies to existing versions of this product:
-Patent Development Directions: find the existing patents for the basic products and attach the remote ("R") control feature. Then demonstrate how this remote ("R") control mechanism might be considered patentable. This remote ("R") control addition does the following: turns on/off; effects the level of operations like (intensity [such as volume, brightness...])
. For Techies: remote ("R"); display; "C"; pp; mp; uk; date; all; bp; alerter; osc.

1C-104 HANDICAP ASSISTANCE: Turning pages in book for the invalid or hospital patient with broken arm; people with certain types of arthritis...
Applies to existing versions of this product:
-Applications for our related inventions: find the existing patents for the basic products and attach the remote ("R") control feature. Then demonstrate how this remote ("R") control mechanism might be considered patentable.

This remote ("R") control addition does the following: turns on/off; effects the level of operations like (intensity [such as volume, brightness...])

-For Techies: remote ("R"); display; "C"; pp; mp; uk; date; all; bp; alerter; osc.

1C-161-083007 THE "C" EYE: Product memorizes environment and knows how to move or function within it.

-Mobile unit (eg: train, automobiles, airplanes, ships (according to stars, when docking into designated harbor and dock number, etc) may also use infrared cameras (when the actual vision differs from the pre-programmed vision [what camera system has been inputted to expect to see] an alarm goes off; heat sensing cameras sensing for cars, deer, etc.

.-multiple concurrent systems reduce the possibilities of error, hence this and other systems can accompany 1C-160 in limited circumstances.

*-future: cars traveling down highways, etc will know if something is amiss if the visual is different: usages: common travel; street maintenance that checks for missing signs, lights, faulty safety barricading, etc

--use for automobiles on roadways in future for: autos ahead, rocks on road...

--system can guide itself in forests, jungles, dirt roads, space, buildings, etc. Analyzes any unknown visions by asking its "C" to compare the strange vision with all its memory, then system knows how to act accordingly

---system can move itself in completely new territory when its "brain" (computer) can act like a human and know how to respond to each vision, eg: it knows the different movement requirements for a street puddle from a dirt road's puddle; or a comet from another known flying object; or short wet grass, from tall dry grass; types soil; etc.

-requires extensive "C" memory

O-If the analyzer is stationary, is used to analyze what it sees and then act accordingly. Many applications!

-Eg: identifies people as they enter, if person isn't recognized can't enter; catches incorrectly made products, parts; seeks and finds items; does manufacturing by being able to see; etc.

1C-200 ENTERTAINMENT SYSTEM ALERTER:

Program user's tv/cable/music system(s) to alarm user when: time hits designate time; tel ("T") rings; person at door (doorbell goes on)

-the product we develop would be sold as part of a larger system

-exists: entertainment product whose volume drops when tel ("T") rings

Footnote: pp; mp; date; entertainment; alerter; osc; vc; score; UIP.

1C-280 CRT ACTIVATOR:

TV screen is activated when person is standing in front and or coming towards screen. The "C" may/may not stay on. Saves energy in the ecological conscious times.

-Screens can be for the home, public display terminals - eg: airplane schedules

-system(s) may go off if there isn't anyone there over 2-8 minutes
-reduces wear and tear on the screen
-similar to the idea that the screen goes on at the touch of a button
-sensor sensing presence of person activates screen via: standard -motion detectors
-ap: gets people's attentions when turned on, useful for sales...; personalizes the feel of computers for the public; directions telling people where something is (somewhat replaces the personal feeling of having expensive receptionists)
O-can verbalize information; *has speech recognition function which guides "C".
-For Techies: display; "C"; pp; mp; uk; date; all; "mic"; mfh; alerter; osc; vc; score; tel ("T"); mo; fs; cp; cm; uq; mq; access; uip.

1C-320 MEASURING OF TEMPERATURE:
Coffee/tea cup, glass changes color(s) and or its display shows the temperature - all in accordance with the temperature of contents.
-Good for containers serving baby food; the elderly who may not wish to risk burning (especially the senile); those invalids in hospital, etc.
*-Does not apply to spoons measuring temperature: this product was already researched, results not clear.
-For Techies: display; portable; bp; sp; cp.

END FILE 1CI
File: A B C / ICQ

FILE 1CQ:

* 1C-060 ACTIVATOR ALARM:
Central unit activates desired products according to the time set by user. Alarm time is alterable without resetting alarms for these products.
.-eg: Wake up in morning to electronic product, eg: television going on.
.-can alarm activate the products individually or via central unit (this unit can let user select which items are desired and at what times)
--items can automatically go on or be ready the certain number of minutes after the alarm used to wake up user
-the following products can be activated accordingly:
--microwave (put wanted item in there night before, waking up to hot breakfast...); ready when coming home
--hot bathtub water is ready at the desired temperature
--electric drier (because permanent clothing, especially permanent press needs to be taken out right away when completed to reduce wrinkles.) The setting here can be activated to start and finish any time the user is expected to return home (from shopping, work...).

--computer: system can even have the desired software and printer up and ready.
-*ap: the following are also activated to their desired state: saunas
FOR TECHIES: remote ("R"); display ("S"); pp; mp; uk; date; all; entertainment; osc; vc; cp

1C-050 & *1C-120 QUIET NEIGHBORHOOD: Silences noisy animals in vicinity via sound waves inaudible to human ear. Device's sounds induce animals to leave the area and or reduce their aggressive emotions. .
-Peace - Animal Silencer: Quiet down noisy dogs, cats and birds in your garden or neighborhood.
-cause unwanted organisms to either become quieter and or leave the area by emitting air frequencies that cause them to quiet down and or leave. Such frequencies can be designed to influence any other possible effect, eg:
--be more relaxed, more or less hungry, more or less sexually aggressive, die or live longer, improve health...
-does your neighbor have a noisy dog, or do you wish to reduce their noisiness? Simply emit sounds that teach dog to reduce their barking
+-dogs barking automatically results in: 1] system generating the outgoing response, since its receiver hears the barking; or 2] user manually chooses to activate system
-emissions may be: sounds in and out of a human's hearing range such as barking of certain varieties and or "C" generated sounds of monotone, multiple tones/frequencies, etc which are unpleasant for animals.
-need scientific data establishing: which sounds deter dog barking and are "probably with good reason" not a hazard to common pets, humans or plants.
-neighbors with their noisy dogs need not know the system is in operation
-of use in scientific laboratories too
-applies to any other organisms: animals (unwanted birds, fighting cats, etc), insects (crickets - unless you like their sound), etc.
-first system emits sounds to reduce their aggressiveness, if this fails (system's "mic" -> sound analyzer) determines if noises have stopped, and if not tries the following optional sound mode: induces animal to leave area. Type sounds are automatic or controlled by user.
+ told verbally technology exists, but application might be unique.
. For Techies: remote ("R"); display ("S") (shows type of sound by decibels, etc); pp; mp; uk; date (records when the sounds are made, as evidence for police, courts to complain about noisy animal); all; "mic"; portable; bp; alerter; osc; vc; score; tgh (makes sounds to drown out type of bad noise); cart; cp; uq; uip.

1C-170 'NOTIFIER - Video Alarm: A visual and or audio response goes into effect when the following ring: door, tel, clock alarm, food timer, party goes up the dwelling's walkway.

1C-210 'SCREEN - Hologram CRT: for television and or computer graphic display, etc.
-accompany with music, eg for graphic - music video

* 1C-230 'OUTGOING SOUND GENERATOR - Voice Generator: Converts keyed in words to voice. And visa versa, should exist: spoken words into text.

-Record the voice of a person making many syllables. Then system will generate the desired sentences based on the voice bits from recorded syllables.

--using a very large vocabulary of over 20,000 words, system can have near natural speech.

*---system's knowledge of grammar will usually let it know where are the correct accents in the sentence, eg: sentence ending in a question is treated differently.

-Record voice of friends and or others, and system can then alter the voices to a large degree so that the recorded person's voice appears to be the generated of the desired speech

.-such inputting of voice may need to be done differently according to the level of technology desired:

.--speaker is required to state any number of syllables, "C" then generates sounds accordingly

--computer estimates the type of voice it receives (according to its software, which classifies voices by type and then once the "type voice(s)" are determined, then can synthesize sounds to meet the different characteristics of speaker's voice

-user selects the type of language, accent or other speech pattern/style, sex or type character (eg: chief, mother, clerk...) desired

O-translates languages: type in text in any language, then designate which language speech should be done in

*-synthesizer: user can speak in the text desired to be outputted into the altered voice

-Footnote: display ("S"); pp; mp; uk; date (when recordings should be played, time length of recordings,...); interactive; educ; toy; all; entertainment; "mic"; synth; portable; sst; printer; mgh; bp; osc; vc; cart (languages, background music/sounds)...; functions with telecommunications devices; fs; uq; mq (eg: which language); access (if audio is for public release)

-ap: portable translating device (key in and it speaks for you); tutoring, guiding, instructional systems; getting audio information over tel ("T") lines; assistance for the deaf

. PATENTS: key words searched via www.qpat of US pat 1977-1.97:

-(voice* or sound* or speech or speak*) and (convert* or translat*) and (computer* or software* or electr*) not foreign*

1C-240 CARICATURE 'SYNTHESIZER:

Enter visual 'image of 'character (human, cartoon, etc) and then command / 'customize the image to act according to desires: smile, laugh, walk, jump, winks eye.

-program in text to be spoken and character then lip sinks (lips move in motion of sounds for any known language [or invented language]). Saves tremendous amounts of time and problems!

-also applies to animals, cartoon caricatures, any other graphics

-numerous uses: cartoon characters giving speeches at disco's; utilizing famous personalities who have consented the copyrights of their images to be used for whatever purposes, especially considering they may be

too busy to do everything in person, eg: they have a standard slogan and insert a particular major store's particular address location's name/address

* 1C-260 'CUSTOMIZED SAFETY: Remote ("R") Control Safety Switch: Dangerous machinery is deactivated by a distant observer, if something is wrong. 'Analyzer 'scores safety levels based on: 'sensor, 'behavior analyzer, and gap in required knowledge to use system with what 'guide has taught user.
-should user be using a device and there is an apparent danger that user may or may not know of, the distanced observer can turn off the machinery and or send any other type of signal to user to be aware of the danger and or need to divert their attention to some other matter which isn't dangerous
--alerting user can be done via: turning off or turning down (reducing/slowing down/etc) user's machine
--flicking of lights in room; a beep on machine; flashing light on machine; etc
Ap: working with electricity; working with dangerous animals; cutting down of large trees and other cutting and drilling devices; using other dangerous machinery; etc
-when system has been used beyond maximum time for particular user, system warns user or another party for that member to stop using device
-Footnotes: remote ("R"); display ("S"); "C"; pp; mp; uk; date; all; "mic"; bp; alerter; vc; score; cm; uq; uip.

END OF FILE 1CQ
File: A B C / 3CE
FILE: 3CE

+ 3C141 Chef's Automated Timers: <4> <2#, 2#>
System analyzes when food items are fully cooked to the desired level. User keys in type food, and size (eg: 5cm thick roast), and desired level of cooking (eg: well done). Thermometer placed in food must reach minimum / maximum temperature over certain time span, in tern food is deemed ready, user notified by alarm or pager. Heat can be [automatically] reduced to warm when food is ready. Cook is paged when food is ready. It is ideal for poultry and large dishes.
-oven can cool down somewhat if the thermometer goes above desired temperature. Use one or more thermometers for this purpose. sys (system) "analyzes" the best temperature for the food throughout the course of the cooking cycle, eg: heat might be higher in beginning (trap in meat juices). sys (system) / u (user) pr (w w5) oven temperature (and what temp at which time in cycle).
-Remote Cooking "Analyzer":
-("Remote" version) when the inside portion of food has cooked up to the required level
-Methods:
+ a thermometer inserted into center of food, signifies when food is fully cooked

-Patentability. Exists: plastic pops out of chicken, user then knows chicken is ready. The pager portion appears patentable, as well as the "analyzing" and "interactive" modes [which alter temperatures for situation automatically].

-oven changes temperature at ideal times, eg: cooking chicken at higher temperature in beginning is a certain method. Eg: u (user) pr = C ('computer) (k type food, size, recipe, etc) = score (timer, tds) = notifier.

.-Each food, eg: chicken cooks differently due to: volume of chicken (bigger takes longer to get hot)

-"Nr": Signal is sent to an alarm near the stove, or to the user with its stationary or portable receiver, and or the cooking device alarms or makes announcement or beeps code for status.

.-program the transmitter to alarm after its temperature has been above a certain minimum temperature beyond a certain time period. If food / oven gets hotter than the minimum, then the time period before alarming is reduced. May get hotter due to: change of temperature by (impatient) u; malfunctioning oven.

.--programming might be done by placing transmitter into: a larger device with its keyboard, "S", etc. D (Drawing):u=k=c (analyzer, s, sw (software) (menu of food choices, food size options, how food wanted cooked, etc)) = TR (transmitter) (transmitter) (wire/wireless)/(oven) temperature controller = thermometer (tr temperature (inside food) to c) / (oven) heater (el, gas)

+ Also: pop out item might be disposable and when it pops, makes a particular sound that activates the alarm. Allows manufacturer to insert such cheap, non-electronic poppers. D (Drawing):popping/other sound or signal creating device = sensor (mic) = analyzer = C ('computer) = pager/nr.

.--consumers might get free alarm after saving "purchase seals" on package of each item. The popping device works with or without (user sees the thing popped out...) alarm.

-heat can automatically be turned off or reduced (to keep food warm) when food is ready.

. For Techies: "R"; "S"; pp; mp; date; tds; all; "mic" (for type sounds which identifies progress of food); "M"; alerter; osc; vc; score; cm; uq; mq.

-D: 3C141 Automatic Cooking Timer =

ACCESS (prevents kids from using sys)/ *CAMERA (visual analyzer judges when food is ready)/ CART (sw for type foods)/ CLAP (turn oven on or off or alter *temperature)/ DATE (timer controls cooking cycle)/ s (screen) ()/ EDUC (teaches how to cook/use sys; q)/ K ()/ M (food recipe database)/ MIC ()/ MO (turn on oven from remote location, via c)/ MQ (prompts user if u's req appears odd/impractical)/ MULTI-USER (memorizes each u's uip (their cooking tastes, eg: person #5 likes chicken cooked longer than person #82). Access determines difference between u.)/ NOTIFIER (time to start/stop cooking)/ OSC ()/ PR ()/ Q ()/ R ('remote control) ()/ SCORE (past foods eaten (for dieting purposes))/ SENSOR (thermometer)/ SOUND ANALYZER (sounds from cooking food (helps) determine when ready, eg: greater splattering of oil by 175% shows its ready)/ SPEECH ()/ STATUS (how far food from ready; what's happening (w5 of food); nutritional information (and how it changes throughout cooking cycle))/TDS ()/ T (calls u when food ready)/ UIP (cart).

-D: changing heat of food -> thermometer -> sensor = analyzer = tr/rc = C ('computer) (sw, uip) = s/pager/osc/[heat controller->heating mechanism]/r/k/*mo/*m

-Other things that need nr when they are ready: chemicals have changed as designated (from experiment), any other required condition has been met inside container as measured by "sensor" / "analyzer".
-pat str: (cook* or oven*) and (analy* or alarm*).
-5341728 US patent
.-what's cooked, and under what circumstances:
any type of: meat, casserole, etc; cook via slow mode [automatically starts earlier [while u is at work]] for low temperature cooking; if u doesn't return home= sys (system) adjusts food automatically when: 1] food is cooked enough; 2] u didn't return 30 minutes before its ready and [u programmed] cooking switched to low temperature mode since u (user) doesn't want ready food switched to warm mode to keep food warm.
+ see "React": system responds and "interacts" with a diverse array of events as programmed.
. PATENTS: key words searched via www.qpat. US pat 1977-1.97:
-pulls too many patents unless narrowed by year of patents search.
(food* or meat*) and (cook* or oven*) and (pages or paging or study* or studies or analyz*)

3C400 Water Fantasy Toys ™: + <3or4, 4, 2>
Children can skim invention along pool water's surface. The water is forced through the invention's tubes, and squishes into the air. Snap the invention into a different shape and create new water forms.
. Interesting sounds are activated according to the invention's current shape and intensity of water squishing through its tubes. Each water sensor plug in module creates its own sounds. Fun way for children to learn how they can control the elements of their environment.
. Expansions Needed Include:
-Use the invention's water force to power water based gadgets. An alternative energy source for toys, more..!
-Water forms created: umbrella like fountain; air bubbles into water. Applications: spinning toys; water force broadcasts fish food or other elements into the air, or under water; more..!
+-Protection devices against kids sending water out too far, as it may land on people or dry objects.
+-Attach to any water moving device or vehicle, eg: surf board, sail boat, or to the back of a snorkeler.
. When water flows or moves, makes interesting sounds due to shape of water tunnels or microphones and synthesizers. Method to squirt water without using hand trigger, coupled with possible synthesizer emitting sounds according to how water is being squirted.
-Microphone (needed if u (user) wishes) to pick up on splashing water, in tern synthesizes the sounds and broadcasts louder than the actual splashing.
. Other methods for generating water sounds:
-blowing air / water via device to produce bubbles.
--devices include: straw; hole; other (water/wind) musical instrument played with water; piped in water or air (under high pressure), eg: from common house water hose or air pump.
.-insert and mix with the water flowing through device: color dies; air (bubbles); water heater...

.-When in bath, creative woman can splash a little, and this makes interesting enchanted sounds.... more interesting and heavenly than a bubble bath

-sounds are also made according to how sounds are generated while taking shower; flowing water; water fountain (in garden, drinking fountain); (nearby) brooks.

.-also "synth" / masks (kn Soundbuster/Noise Canceling devices) sounds of: nature (birds); nuisance sounds (dogs, traffic, indoor sound pollution (refrigerator, voices), most anything else pr (by u/mf)

-D: 3C400 Water Fantasies =

BALANCER ()/ BVA (for characterization: sys (system) identifies via sound analyzer type of sound source, eg: birds)/ C ()/ CART (how sound altered/synth/uip)/ *COMPOSITION ()/ LOCATOR (synth in effect only where u goes/travels w/in dwelling)/ M (sound analyzer)/ MIC ()/ MQ ()/ MULTI-USER (sys judges u (user) identity via sensors: body weight (in bath) and or: access, water temp selected, time of day sys used)/ NOTIFIER ()/ OSC ()/ PR ()/ Q ()/ R ('remote control) ()/ SCORE ()/ SENSOR ()/ SOUND ANALYZER ()/ SPEECH ()/ STEREO ()/ SYNTH ()/ TDS ()/ UIP ()/ VR* ()/ WA ().

. PATENTS: key words searched on www.qpat. US abstracts 1977-1.97:

-water and (sound* or hear* or listen* or audi*) and (squirt* or kim* or push* or drag* or force* or forcing or toy*)

. 9G100 Exercise Water Squirter: Flat plastic being skimmed across water surface forces air into air via small holes. Greater exercise results in more water air flow. <3, (1.5-pat, 3-mk), 1.5-pat> simple version

-wave plastic across surface of water -> water pressure squeezes through then squirts water away -> via funnel. The greater the water pressure (speed plus depth device is below water surface) the farther the water squirts away.

-technically viable?

--D: water <- moving funnel's hole open end = funnel's smaller hole end -> water squirting out. Cheap to produce.

-narrow funnel part can be moved / attached to movable tube -> water squirts into differing directions.

-For Techies: helps for device to be a certain level of depth below surface to maximize amount of water squirted per unit of energy used to push device. N (invention) are "Game" pieces: played between human players. +Attach to water sports toys. This N (invention) can be toy's: boat, hand, feet, flippers, surfboard, paddle, water wheel *.

3C420 SOLAR JEWELRY: <2, 3, 2, $> Heats up in the winter via solar power. More interesting for teenage girls than standard jewelry.

+ manufacturing costs too high for price market would bear.

-heats up in winter and helps keep you, ears, etc warm. Panel on jewelry, clothing, etc. Jewelry might even store energy and make sounds, pre-recorded music, act as musical instrument.

-Microwave version heats up too, patentable?

-item was merged with 4A280*

-Activated by combination of light and cold outside air
-the actual heat level might not be too great, but is interesting non the less; does not require batteries
*-is cool in summer
*-temperature change is activated by contact with human skin's chemical's or other bodily characteristics
-applicable to other items worn by users: shoes, hats; (* pants, shirts, jackets, something worn about neck, eg: type scarf...)
-probably exits: battery powered heating devices for clothing.
. For Techies: date; all; exercise (keeps you cooler); portable; bp; sp; cart.
. PATENTS: key word search of US abstracts 1977-1.97 www.qpat:
-(solar adj power*) and (jewelry or cloth* or hat* or jacket*) and (heat* or warm*)

END FILE 3CE
File: A B C / 3CI

FILE: 3CI

CLAPPER PRODUCTS: The initial following items to deactivate and or activate according to concepts within 'associated inventions including those in the 2-A file which operate by clapping. See 'Clapper feature too. When hands are clapped the following actions can occur. "Clapper" = "R" (remote control device). Sound -> 'Sound Analyzer -> 'Reaction -> Function triggered.
. 3C-010 Speaker telephone (incoming/outgoing calls; dialing (certain claps designate digits of "T" number)
. 3C-020 Doors: physically open and close; their locks
. C-030 Identification: each person who walks buy makes their verbal code and "C" system records who it was. Uses: locates where people might be... Moved to "track"
. 3C-040 Opens pet door for dog or cat seeking in/out to/from garden. Or system might simply respond to animal's bark or meow or scratch or push. System might also not allow operation at certain hours...
. 3C-050 Turn on shower or bath. System already knows at what temperature you want your water by clapping.
-pre-selecting the desired water temperature is not patentable by itself
. 3C-060 Turning on television, VCR, music stereo by clapping

OTHER IDEAS (Some below may use "clapper"):

3C-080 SOLAR BATTERIES:
Leave the device out in the sun, and it automatically charges up via solar energy. Or the powering source has large solar cell(s) and stores power which in tern can be given to portable products when they are connected for the required time (like plugging into electricity); or portable device must be plugged into this solar device and then the devices will collect the sun's energy and transmit to portable product simultaneously.

-batteries themselves when left in sun recharge themselves without the need of any recharging device - everything is one product. Consider over heating in the sun too. This might be good, even if it takes a week or more to recharge.

.--simplifies things for user if they have many such batteries. Such batteries might only fit certain products due to uncommon shape. Great for ecological products too.

-OTD: "S" (shows level of charge in battery); toy; portable; sp; cm.

* 3C-100 RANDOM TOY REMOTE CONTROL SOUND ACTIVATOR:

"R" control activates the following:

+ button when pressed will cause the train track crossing to sound ahead, and close the gate, flash train track's lights; flash train's lights... Different sounds and or actions occur (when R ('remote control) is pressed).

-transmitter can also cause following in receiver's device in a diverse array of toys:

flashing lights; visual "S" showing words or graphics; physical movement, eg: opening/closing door, ball dropping to floor, etc

-transmitter can transmit by pressing of button, or whenever it is moved (inside has a motion detector)

3C-120 TEL TOUCH PAD:

Press soft pad and the manner in which you pressed it is transmitted to receiver. This allows something closer to physical contact while speaking with your friends. Only popular for open minded cultures

-the surface hands touch are designed to maximize human pleasure, and reduce any feel of moisture.

-if the other person presses, you can press at same point too. This pleasant tension allows the stronger of the two people to force back the other person - just like two hands playing together. -Footnote: mp; all; toy; exercise; cr & cp; "T".

3C-150 MOBILE COFFEE MAKER:

Make coffee in car while driving. Drivers love hot coffee. For safety device might only allow opening while: user has stopped car, or if car has more than one passenger.

-can send liquid to lips via tube too for cool or hot liquids

-liquid can be dispensed into device, which is nearly spill proof while container is in held in place receiving the hot liquid. When this container is taken out, it is somewhat spill proof using a special lid.

-the coffee is ready at certain time each morning so user gets it as they enter the car from the cold. 'TDS.

3C-160 MOBILE APPOINTMENT MAKERS:

Salesmen always traveling on the road can get their appointment calendar more easily filled up via the following method. Secretary talks with customer and can quickly make same day appointments (great customer service) by communicating with sales representative's device (via air waves). Salesman's devices store their schedule and approximate time needed at appointment and to and from the location(s).

-if salesman needs to do something different, they ask their device if their schedule allows. The device is reasonable in allotting the needed time. Device works best for certain types of sales people, especially those whose needed time for each appointment is rather predictable . Remember, there is less chaos in the west, and people wait much less in line, etc....

-also saves the required receptionist's & traveling man's time on "T", dealing with receptionist who is busy w/ another call...

Additional Features - valuable for limited business applications:

-traveling man keys in one of the following items needed by customer: quantities for specific supplies; a different person to come out and visit; etc

--this info is stored by device, then transmitted automatically each time traveling person connects in about their schedule

-traveling man puts the device into his car's socket which automatically handles communication with central "C". Doesn't require any extra operation

-has print out of appointments, with addresses, "T" numbers, and maybe even a map of the area, or the page number in the common map book of the area, with the coordinate numbers within the page (eg: B-4) mentioned easing locating the location

-secretary can always notify (beep..:) the traveling man to call her

-traveling men in the type of business that makes it difficult to know exactly how long it will take, can key in their expected completion time, and have schedules that are only one or two appointments ahead of the current appointment

Ap:

-Newspaper delivery customer servicemen who deliver papers to the homes that missed their paper (was stolen from outside door, etc)

-Repair men; those who fill up vending machines when they are told it ran out of supplies; those who simply have to deliver a simple item they keep stored in their truck; etc

OTD: "R"; "S"; c; pp; mp; uk; mouse; date; tds; "mic"; portable; sst; au; "M"; bp; alerter; osc; vc; score; tgh; cart; "T"; sp "T"; tr; mo; fs; rpc; cp; uq; mq; access (to prevent "C" hackers, etc); uip; character. 'Customized.

3C-170 CURIOSITY COLOR SOUNDS:

Converts sounds to visions: another product number?

-According to the sounds one hears from TV, stereo, etc the colors on the special screen will alter. Diverse shapes can also be created with this product, according to the type sounds.

-The graphics created can also be kept in memory, and later printed

on printer

3C-190 VISUALS CONVERTED TO SOUNDS: System reads bar codes and makes desired sounds. See related inventions and old part.

One of my old ideas (under bar codes or music)
Can also read, something like a record player reading 2D surfaces

3C-240 HEARING AID CLAPPERS:
Get the attention of an old person just by clapping your hands. No longer need to touch them to get their attention. Hearing aid will then send loud signal to user. Related to product design 2B-12, but clapper mechanism wasn't established yet at the time it was released.

3C-250 VIRTUAL REALITY TOY: (Distancer)
Pen transmits how it is being moved. The separate receiver's speakers transmit sounds according to how pen was moved.
-User controls how the receiver synthesizes the pen's signals. -Eg: one movement can sound like many bells, or sound like the pen is moving in sand, etc.
. Other: Great for kids. Applicable to any device (with or without pen), eg: stick, ball, cube, doll, toy car, toy airplane... Related to 3A-790

* 3C-260 KEYBOARD FUN:
As one types on the keyboard; user hears sounds for each key. User selects type sounds, and when they wish to hear this function.
-definitely an older KN.

3C-280 THEATER STAGE CONTROLLERS: (Clapper)
By clapping and or whistling, actors are able to cause certain functions to happen automatically, eg: drawing of curtains; cause other sounds (rain, driving up of car; tel ring; etc). Reduces the number of people needed to stage a play. Can even be done from home for video camera (one person is needed for this already). (Controlling lights is via another design number).

3C-293 CONTACT GENERATORS:
When item comes into contact with, or loses contact with base, sound is generated.
-Applications: When toy airplane takes off from airport (base) the airplane sounds, can also have different sound as it is running on land strip. When doll touches toy dog's leash, dog barks or moves tail

3C-300 PAPER CLIP CHIRPER TOY: When papers are snapped in or out, makes a friendly chirp. Form of security [assuring they were inserted into a binder/folder/contraption correctly. RFID's or 'sensors on paper / snapping points. Each electronic part – one on sheet the other in binding element might snap/lock into each other, or be within the required distance.

3C-320 FANTASY DOOR KNOB: As it is turned, its colors change into two or more colors.
-In one color when door is opened, in another when closed.
-the color in knob changes, and or in dark the knob shows a little light, and can send light throughout the room too

3C-330 DESIGNER HEAD OR CREATIVE SHAVE: Shave designs onto head according to desired shapes. Popular Afro-American men who wear very short hair.
-Frame is held against head, then the shaver is allowed to move side ways in any directions for which it is programmed to cut out hair to create the desired shape. The user decides how hard to push the shaver in (protects the skin from damage)
-the frame adjusts to the shape of the head, and is moved about the scalp if the design needs to be in more than one general area
-programming function lets user choose a different shape that would be too complicated manually.
-according to Afro-American (Negroes) buying tastes only, this should hopefully prove to be quite popular. Near zero marketability possibilities for other markets, except maybe: punks and that sort of people.
-it should be designed to be as safe to use as a standard electric shaver
-the design is created by: 1. selecting the pre-programmed design in the memory; 2. merging existing designs with user's own created designs; 3. user creates own designs with mouse.

3C-340 TRACKER: Each time a person enters a room, the system knows and sends signal. Eg: user walks through a laser light. Obvious?

3C-350 Seat on which player plays vibrates according to type of activity at scene of game action.
-Can also tilt: when the user is being a driver in a car and turns a corner; etc.

3C-360 SMELL EMISSION PRODUCTS:
+ Designed to create positive feelings in people.
Actual amount of smell is so slight that it might not be consciously noticeable, though the person unconsciously is influenced by it.
-Smell comes from electronic discharge, eg: by heating a chemical and letting it go out; a small fan blows out a little of the stored substance at a time; a trap door opens at certain moments letting out the smell (without need of burning or small fan)

Applications:

-when greeting a customer entering or exiting the store, office, etc.
-when door mat or door bell are pressed
-when cash register is rung up

+-when food items are opened: the actual sensation of a food item is the combination of smell and taste. Sample products: canned, bottled liquids; jars holding foods; dried food packagings; plastic bag packaging that emits smell when certain seams are opened. Another product #?

--the smell source is non-carcinogenic

--samples of possible smell sources are needed for the requested specification. Speak with a chemist.

3C-370 SMELL TELEPHONE:

When the boss speaks with its subordinates, they want the people to be in a state of mind of attention, etc. Emission of certain smells when speaking in certain situations can be desired.

-System may best work within a special "T" network.

-Applications for types of smells being emitted when people are speaking in the following situations, with: clients; accounting; suppliers; mom calls son while she is still at work; etc. Different behaviors are required for each situation.

3C-380 TOUCH SMELL:

By pressing a button, you can choose which smell is desired. User or machine programs length of time smell is emitted. Obvious?

3C-390 TRAFFIC LIGHT CONTROLLERS:

Based on the volume of traffic going each way, the traffic control mechanism decides how much green light time they will give for each direction of traffic.

O-Merged with the following no: 8B-120 Emergency Street Light Changer: ambulances and police cars can change upcoming lights to suit their purposes.

Device is designed to work well ahead of time. This way, there is a chance for the necessary yellow light mode, which then switches to red (blocking traffic which would stop the ambulance type auto)

-Additional applications: for important government cars. In rare cases the following might benefit too: garbage collection; street cleaning.

-Exists?

O-Street lights are changing their color in the middle of night when a car is heading in the direction of light - especially applicable where there are no turn off roads, though turn off road lights could also save gasoline w/ this system.

-OTD: "C"; pp; mp; uk; date; all; mfh; alerter; osc; score; access (to make alterations in programming); "mic".

3C-430 DISGUISED CAR AUDIO SYSTEM: made not to look like what it is, so less likely to be stolen. (Thieves don't see that there is a music system in the car.)

3C-470 KEY INPUT FLOW CORRELATOR: Software makes music / sounds according to flow of letters being keyed in. If there is a certain level of tension, lack of creativity "C" notices and makes sounds to enhance positive behavior/thinking. "C" might also sound to keep typists typing well, making few mistakes - simple or straight sounds (mono frequencies) that keep the mind clear of clutter that causes mistakes).

3C-480 TOY ORCHESTRA:

Plastic devices shaped as musical instruments. Transmits sounds to stereo when activated. Create an orchestra.

-this system allows: not needing frequent battery change; effective sound volume control; many small pieces to play with; lets kids first start playing with the parts and later they discover they can generate audio sounds when activated by parent; less restrictive in having fixed large instruments; give instruments to the dolls

-parent or manufacturer limits the maximum sound volume without fear of young child making sound too loud

Applications:

-child lays out many instruments on floor, and upon touching or pressing its button (one of one or one of many buttons) creates something like an orchestra of sounds

-kids let their dolls play with instruments; often kids can play music together through their dolls

-Additional applications:

+ The different "R" musical instruments around the room are activated when central "R" control device activates them. Be in a room of different musical instruments.

+ Activate items to move (easier if within stationary position) as well as sound: animals, dolls ....

OTD: "R"; "S"; "C"; pp; mp; uk; date; interactive; educ; toy; all; "mic"; portable; "M"; bp; sp; osc; vc; egh; score; tgh; md; cart; cp; uip; character; distancer; motion sounder; float; cc; tilt; composition.

3C-481 TOY SOUND ACTIVATOR: Toy's airwave transmitter activates sounds of other toys. Examples: Toy gun firing causes enemy fire; throwing grenade activates stereo sounds.

-Similar to older KN: toy activates differing sounds according to toy's location. PS-Zone.

-Toy gun when pressed makes its own sound, but then results in: sound of other guns at distance location(s) (from "R" speaker); the sound of person(s) being hit by gun fire; sounds of glass, etc being destroyed.

-toy grenade's "sensor" transmits signal when it hits ground (vibration or motion sensor), or child can press timer prior to throwing which then activates sound from remote stereo.

OTD: "R"; "S"; "C"; pp; mp; uk; date; interactive; educ; toy; all; "mic"; portable; "M"; bp; sp; osc; vc; egh; score; tgh; md; cart; cp; uip; character; distancer; motion sounder; float; cc; tilt; composition.

3C-520 MULTIPLE GARAGE DOOR OPENER: If the garage door you seek to enter has a car, then another door will open for you. Parts: Access, multi-user, sensors (for presence of car in garage).

+ 3C-540 PERSONALIZED PAGING SYSTEM:

The speakers broadcasting for the desired person are only activated if they are near the desired target. Desired target: in hospitals teams of people are near certain mobile carts, machines or other inside use vehicles; transmitter worn by person (in this case there are certain reasons why the standard beeper isn't used to get them, maybe they are a doctor and can't sanitize their hands by touching beeper); company buses.

-ap: if you only need one person in the group; its not cost effective or inconvenient for everyone to wear a beeper since the system might be activated per user too infrequently; person often forgets / loses their beeper

-tel: when it rings for person, it only rings in area where they are. The concept of a special ring is optional in this system. The choice of the system depends on user's tastes, work styles...

. For Techies:: U = This n~c~analyzer = access [only certain u (user) can receive nr (via heuristically or other means)] // ba ('behavior analyzer) [nr adjusts to u's perception style] multi-user [] // nr [] // osc [] // ps-zone [] // score [] // s&r [] // sensor [] // sound analyzer [] // tds [] // t [] // track [user] // uip [] // wa [].

3C-590 HUNGER INHIBITOR:

The following stimuli needs research to determine how they reduce hunger:

-sounds; visions; vibrations from massage machine or chair; smell generations (eg: incense). Parts: ba; uip adjusts stimuli to u (user) for max effect.

PRIMATOLOGY:

Elements in common to all primatology inventions:

-Device attached to primate via: strapping; insertion into body via operation.

. Inventions allow scientists to measure and study the following:

--medicinal effects on primates, and in tern humans;

--how environmental factors, which influence primates, may intern effect humans: population density; type roommates in cage; food intake; temperature; externally generated sound effects.

--other items studied: effects of medical operations

. These inventions are applicable to any type of animal (or maybe human) activity.

. Obvious Technical Details (see the file IMI7 for definitions; these elements are included only for technical feasibility instead of useful applications)

"R"; "S"; "C"; pp; mp; mouse; date; TDS; interactive; toy; basic; "mic" (measures animal's sound generation and correlates with other items being studied); entire systems can be set up outside in nature with wild animals; sst; printer; "M"; BP; alerter (for animal and or scientist); OSC (for animal and or scientist); egh; score; tgh; md; tr; cp; cm; uq; uip (on animal's behavior).

3C-600 MOVEMENT MEASURER:

Strapped to a body part, the movements of primate are measured according to the level agitation incurred to device.

-One of the methods via which to measure agitation: one small ball per cylinder; minimum nine cylinders.
--intensity of movements registered according to how hard ball hits the ends of cylinder [vibration 'sensor].
--primate's transmitter is recorded by "C" through its receiver
-applications: relationship between level of body motion to other phenomena being studied, eg: health, illness, environmental changes. "C" tabulates and correlates bodily motion with other simultaneously occurring phenomena.
-type movements made:
--arm, legs, head, entire body, finger movements
--types of entire body movements: jumping and swinging, and distance of each action
-measures sleeping cycle
Obvious Technical Details:
"C" "S";

3C-610 REMOTE CONTROL PRIMATE EFFECTORS:
Send particular signals to primates' receiver, which in tern results in invention strapped to primate to create the desired effect.
-Menu of possible effects: sends positive or negative behavioral reinforcers, eg: vibrations, electrical charges of pleasure or pain to particular body parts
-This product works in conjunction with our Movement Measurer invention.

3C-620 PRIMATE PREFERENCE IDENTIFIER:
Know which males or females primate prefers, and how often the two are near each other.
-Methodology: uses a distancer to know when monkeys are closer to each other
-Analyzes behavior prior to meeting the other monkey, eg: amount of movement with the Motion Detector. Motion can be measured as "courting" prior to actual meeting, via "C".
-Correlates types of behavior with other female or male primates according to external factors.

3C-630 EXCITEMENT CORRELATOR:
Correlate level of primate's excitement with the other elements being studied.
-One method for measuring excitement: heart beat while the primate is not in major physical motion. Motion detector's inactivity while the heart rate is beating faster than normal signifies primate's excitement.
--system memorizes primate's normal heartbeat while inactive, and while in different levels of activity. Should the level of excitement curve go higher than the normal physical activity's correlated heart beat curve, scientist can see there is an above average level of excitement.
.Applications:
-works with the other inventions
--eg: when "R" control is used to generate effect on primate, able to measure primate's level of excitement

-effect medicines have on levels of excitement, and the corresponding excitement curve

3C-640 BLOOD ANALYZER:

The implant checks for changes in the blood contents.

-Methods: device's chemical "sensor" (miniature chemical laboratory)

sends signals to its transmitter to send signals via wireless

-checks: temperature; red / white blood count; chemicals; antibodies; viruses; Ph balance; etc

. Also analyzes:

temperature (also: frequency and length of any fevers); breathing; urine; feces; sweat; movement of eye lids; frequency of cleaning; muscle activation analyzer; stomach (frequency of eating; length of time contents are in stomach; Ph balances; any stomach upsets...); frequency and time span of chewing.

. Product usage frequency tabulator:

Measure the frequency, time span and method in which product(s) were used.

Products: bells to release anger, or used for fun; food dispensers;

--- END OF PRIMATOLOGY SECTION ---

3C-660 INTERACTIVE PROJECTED DISPLAYS:

"S" is projected onto any flat surface, eg: screen, wall. User can interact with system and its "S" by blocking light, which goes from device to the flat surface.

-Related to older KN (invention) (maybe in C, and this older KN (invention) deals w (with) interactive screen on car's dashboard).

-Device knows a light has been blocked. User sets the distance device is from screen. If the reflecting light (going back to device's visual receiving sensor) notes that the light returning is from a shorter distance (system counts number of waves of light)

O-other interactive signal creating modes: by blocking any other light (our laser keyboard or laser switch ideas) --or the screen can be at an angle which doesn't send light back to the device, and by blocking a light with finger or any other non-opaque device, device gets light back for the particular part of "S" that signifies what the user wants.

---different colored opaque pieces reflect back different light and intern generate different signals

.---screen projector's transmitter, and visual light receiver (analyzing signals of light block...) can be far from each other - so as not to require the screen to be at an angle. Or the projector can be at an angle.

.-screen projector's transmitter might be portable device

.-some limited functions within this over all possible array of features: just be a "S" which is projected onto an outside flat surface. Such "S" may always be in occurrence while device is "on", or may occur only at important moments.

-applications: playing games, eg: any board game - chess, checkers, go, monopoly; card games.

-"Locator": the location of person and or his device(s) activates certain functions, and or initiates certain menus.
-OTD: "S"; "C"; pp; mp; uk; mouse; interactive; educ; toy; basic; game; entertain; exercise%; portable%; printer%; ch; au; "M"; bp; osc; balance%; speech; vc; egh%; score%; md; cart; uq; mq; access; pi%; character; locator; multi-user; "R"; notifier; composition%; air pad.

3C-670 REMOTE ("R") CONTROL MOUSE:
Has all functions of standard mouse, except it works without a wire. Plus has a keyboard with 4 - 70 buttons. Is located in the IMI file.
-this product was probably released publicly after this original patent filing!

END FILE 3CI

File: A B C / 3CQ
FILE: 3CQ:

3C-220 AIRBORNE PARTICLE ANALYZER:
Judges the contents of container or item being studied outside container by smell(s) it emits (quantity, timing, frequency...). For biologists.
-system analyzes for amount of total particles in the air; system is also asked to check for particular type substances
-tds any changes, and records type change
-according to type change in smell, system can act according to program, eg: change temperature, dispense chemicals...
--prints out graphs of changes in smell (airborne particles) and changes in environment, eg: temperature, dispensing of chemicals...
-exists: sniffing machines, seeks human breadth, bombs, quality of food (eg: taste testers). A new booming area.
. . For Techies: "S"; "C"; pp; mp; uk; mouse; date; tds; educ; all; "mic" (changes in sound); alerter; osc; score; cart (of airborne particles to be dispensed by the product); cp; uq.

3C-270-083001 TOUCHLESS MUSIC PLAYER: Make sounds imitating or synthesizing your movements. The movements of small transmitters placed on arms or legs are analyzed by receiver. Example: play drums with both hands without having to touch anything.
-related to existing music glove

-(Distancer) User puts transmitters on their ankles and wrists, dances to music from some stereo or radio, then the device's doll will dance in similar style to the person. Doll's receiver recognizes the positions of the four or more transmitters to each other, and moves accordingly.

.-It might be helpful to have one transmitter at the belt as the central point via which the other transmitters' locations are located.

* For Techies: hand band with such transmitter (wrap over forehead)

-Exists: devices which move in rhythm to any type of sound. Eg: it can bend each time there is a beat to the drums or piano.

* 3C-580 CAR INTERACTIVE SCREEN: Any semi flat surface in the car can have the functions of an interactive CRT screen. By touching appropriate place, user can make the desired commands.

-Lasers (Laser harp invention) when tripped show where finger touched screen.

.-interactive screen: front or side windows; dash board... when touched in certain place, activate signal (this system exists with Interactive CRT systems)

-clear or faint markings can be on the surfaces designating set or changing menus and choices for that section of the surface area.

--if on window, may use see through ink

--the actual surface area can turn into an "S" system, which changes images according to the screen user are in.

---surfaces: windows (lets people see in and out too); pop up "S" from dashboard...

-Some of the command choices: audio system, heating, air conditioning, locking doors, safe driving options

.-people want many products for driving, yet they are unsafe to use. This is a much safer and user-friendly system. No need to bend down and select complicated keys. The applications will be those, which are desired for and compatible with driving.

--other interactive options are only for those in the passenger seats

-product applicable in other settings: home, office, R&D lab. Eg: control panel is on (wall, table, window, paper, plastic (sheet)) to control^: tv, stereo, kitchen appliances, computer (c), "t". This N (invention) is another version of "r".

-exists: interactive touchscreen in cars on CRT type screen

. For Techies: "R"; "S"; "C"; pp; mp; uk; mouse; date; interactive; educ; toy; all; game entertainment; portable (part or all of product can be taken out of the car); printer; "M"; bp; osc; vc; score; egh; tgh; cart; uq; mq; uip; character.

END 3CQ FILE

File: A B C / 4CI & 4CQ

FILE 4CI & 4CQ

4C-010 EAR RING ADAPTERS:

Converts earrings designed for pierced ears for those without pierced ears. Keep the beauty of the earnings by plugging them into magnets.

-related to 5A-440 Magnet Earnings: (non electronic) Hold earnings onto ear lobe without having to pierce ears by very strong opposite magnets.

*-earrings might flash lights according to

4C080 KEY IN TO IMPROVE CONNECTION:

Recipient of any communication, signals sender to alter how they're transmitting. Goal is to improve reception for receiver. Sender may (not) know receiver asked this – enabling better communication (without disruption).

-Tel option example: Listener controls volume of recorded or live information (that is user's keying in tells sender on tel line to automatically boost their volume) - doesn't require complicated equipment from listener, just punch certain key on "T" key pad

-signals from other call are louder when user presses eg: # on their tel (which doesn't have the capacity for making their t set's incoming sounds louder).

-less need to shout on international calls with poor reception, or when used in the many countries with poor tel lines (when there is a bad connection).

-related to other 4CG N.

-D: t (remote location) = k (punches key(s)) = tr/rc = t (more complex t sys: receives keyed in request from remote t -> increasing/decreasing/altering (voice mail) osc/pr (audio program) as heard by remote t).

. D (Drawing): u (user) = This N~C~ANALYZER = ACCESS [] // MULTI-USER [each user sharing system at different times has non similar preferred connection settings/communication styles)] // NR [receiver silently notifies sender('s transmitter)] // OSC [] // R [] // ROUTER [route communication to better channel] // SCORE [communication type/quality] // S&R [bad communication mode for better] // SOUND ANALYZER [audible sound quality] // WA [cell phone].

-Improves: user's [audio/visual] comprehension; system compatibility.

4C180 'CUSTOMIZE WAY KEYSTROKES ARE ENTERED: According to the software programming, the strength required to initiate a key is altered. That is, user can select how hard they want to hit the keys for computers, calculators, etc.

-program touch sensitivity, program if there would be an outgoing sound at each pressing.

-expensive to produce, but maybe for large scale production

-'score can show intensity of keystroke for 'education: some people hit too hard / too little, upsetting the system, e.g.: causing double hits when only one was meant.

4CQ FILE

4C-040 CALLER ID ACTIVATED SPEAKER TEL:

System automatically puts calls from special people onto the speaker. Answering machine takes call if user is out or doesn't answer.

-When calls come from certain "T" numbers, the speaker "T" automatically picks up the call.

.-works with 4C-041, 4C-042

-OTD: display; pp; mp; uk; date; tds; basic; caller identification system (identifies caller's "T" number); microphone; synth*; portable*; au; bp; osc; balance*; speech*;vc*; score%; cart%; sp "T"; cp; pi*; float (hand set floats); multi-user (different beeps, etc are emitted depending on which receiver is being called; 4C-041 Ring Identifier - if "multi-user" then prior to the speaker activation of caller's voice, there is a coded beep or audio announcement stating for whom call is for; cc*; remote*; notifier.

4C041 RING IDENTIFIER:

If "multi-users" use same tel line; then according to caller's id #, there will be a different ring when the call comes in.

-Known and unknown numbers (via caller ID) are processed differently. Each type of incoming call generates a different type ring, saving owner from having to check if incoming call is from a known number.

-owner programs their "t" for desired tel #'s (sys seeks particular incoming calls). When desired incoming call comes, receiver's system processes such calls (when desired) in different manner from unknown callers / calls from unwanted tel numbers.

--eg: desired caller -> rings on user's handset; unknown call / unwanted caller -> call taken by answering machine (without disturbing receiver)

.-person #1 programs their desired tel #'s and when person #2 hears ring for person #1, person #2 either lets person #1 or the answering machine take the call. Caller is unawares of this system.

+ Exists?:

-did someone say this product exists, and that the usefulness for receptionist is only area maybe patentable?

-second person said: rings differently per type incoming call. Personalized incoming call ringer exists.

-OTD: display; pp; mp; uk; tds; basic; osc; vc; speech (tells who call is for and from whom); vc; score%; sp "T"; cp; uq; pi%; multi-user; notifier.

4C-042 PERSONALIZED OUTGOING RECORDING:

Caller ID states whom call is from. If receiver doesn't want to take the call, they can pretend not to be at home but to have created a special message for this caller. The important point is that a beep follows the spontaneous message spoken by user into microphone, so that caller thinks they received a personalized recording only. Even the audio message heard by caller could lose some of its quality to help caller feel they reached a machine.

.-works with 4c-040, 4C-041

-OTD: s; pp; mp; uk; tds; basic; osc; vc; speech (tells who call is for and from whom); vc; score%; sp "T"; cp; uq; pi%; multi-user; notifier.

END FILE 4CQ

File: A B C / C Misc Charms

MISCELLANEOUS CHARMS FILE:
CONSOLIDATED FORMERLY SEPARATE FILES.

FUN FILE *

SOUND MAKING TRINKETS. Electronic gadgets sounding like:
bells, clippity clap (type sounds) bent pieces of metal, snappers, whistles, diverse percussions.
-Small electronic musical toys with 1 or more buttons, each making own sound upon pushing it (playing them together can make music too, etc. Put all on chain/string for bracelet, necklace, etc and when they touch each other makes sound (including electronic music toys). Each shape has own sound: parrot, even imagine what an orange sounds like, a small school house (saying "let's learn" giving good first impression to kids).
-Game #1: Charm switches sounds of objects, person must remember which object makes which sound. Before next game, select different sound option for each charm.
Game #2: Easter type game. When user finds one piece and presses charm's sound button, the first's sound activates the next charm (which receives the first's sound) should make a sound, person finds next piece and goes to following piece in complete circle until all found.
-Learn Languages: Each charm's shape can resemble the word it makes. For children learning their first or second languages, eg: fruits, animals. Option: can reprogram charms into different words and or sentences
-Misc: sounds in standard or regional dialects or somewhere in between; can buy, borrow from school library, or pay to rent

ALTERNATIVES:
. piece(s) used by inventors for putting parts together, in their combinations they produce an orchestrated sounds, designed to magically interact with each other. Trade Mark: Magical Music Blocks.
. for the woman whose lover or husband forgets to put down toilet seat - the charm alarms after flushing if the seat isn't down
. sounds when two shoes touch
. attach to drawers, sounds when opening. Especially for young girls.

. carpenter's tools: they often leave tools behind. Makes a single short sound if tool is too far from carpenter's waist strap bag.

. for child's play box, sounds whenever opened: drawer, chest, game box, box sold by manufacturer to hold to

. joke: put under carpet so sounds like wood floor is badly creaking

. wedding ceremony sounds: joke for people dating, on honeymoon, valentine's day, etc.

OPTION: have charms create sounds upon their receiving laser. Make music. Sound may continue from one second to several minutes, allowing single or multiple sounds occurring simultaneously. Cheaper option: charms might only be activated manually.

-options: have many little bird charms that can sound simultaneously. Buy a few and enjoy, then go back to store buying more for greater effect. Enjoy having the whole room or house chirping!

*CLOCK FILE

*B4-51 CLOCK TALKER: The user wakes up happier hearing the alarm, time, weather and type news desired, without commercials. Allows the extra precious minutes under the bed covers. Unique product integrates voice clock with on line weather and news selections. Includes: "osc"; "tds"; functions according to: pp; mp; uip; cart. TECHNICAL DETAILS:

WEATHER OPTIONS:

. Hook into telephone line, clock dials in for info. Receives digitalized or verbalized info. Product manufacturer can provide information telephone lines, which the Talking Clock dials into prior to the programmed awakening time.

. states weather before leaving bed and or opening window and or curtains. Know how to dress before leaving house. Weather reader (thermometer) outside is hooked into clock and gives verbal read out of temperature and maybe, humidity.

NEWS INFORMATION OPTIONS:

. The user only hears the type information they need. They can personally select to hear: News; Financial markets: Dow-Jones Average, NYSE [New York Stock Exchange], AMEX [American Metals Exchange], OTC Report, Bond Market, Precious Metals, Commodities Report; Sports; Soap Opera Updates; Local, national and international weather; etc. Select what you want saving self from bombardment of ads and other unwanted info.

STAGE 2 ELEMENTS:

Talks to user in many ways such as when it is time to wake up and even gives the weather outside.

Quotes:

. lunch time, coffee break time

. Getting work done? (programmed to speak every so many hours)

. ( ) minutes until: you have to leave for work / its time to go home/mother in-law comes / deadline (so many days and hours away)

. "Good morning Susan, Mr. and Mrs. Tanaka, its time to get up"

. it is now ( ) : time maybe with day, date and month

. Stage 2: you have the following appointments today

TEL REGIONALIZER FILE

A3 TELEPHONE REGIONALIZER

Callers of major telephone sales outlets, customer service, hotline and related departments get in touch with people who may better fit their personality types. When they get voice mail or are on hold they hear music popular for their region of country.

Telephone receiving switchboards judge probable personality of caller based on their records for that caller's telephone number's previous history with their organization. For telephone numbers with no known history the tel area code (and maybe first three digits of tel # showing region of area code) determine their possible personality types (much like insurance companies judging people by their zip codes).//

Legislation will probably soon allow receivers of telephone calls to know caller's phone number. Currently such is possible only within intra-state calls.//

To alleviate the ideal situation of having tel answered in regional areas nationwide, the accent and or music will slowly convert to the style of the people at the receiving end. (Eg: caller from South Carolina calls Manhattan, first they hear Nashville hits, then accent and music begins to accentuate itself to the Manhattan dialect. Telephone equipment also adjusts voice and music output according to type business receiver is in. If available employee with that accent (or more likely, the personality disposition most suited to caller's area, eg: get New Age person to take calls from West and Southwest; Spanish bilingual to take calls from Miami, Puerto Rico, parts of Texas; warm bubbly personalities to take calls from the south; preppies to take calls from northeast, middle of the way types to take calls from the center of America; ritzy princess or prince types to take calls from New York City metro area, and so forth.//

- target software for all seven Baby Bells in the US. state we developed Supernumber ™ being used by Baby Bells - TM in Illinois in early 1980,s.

- research: does this exist? How did you conduct the research?

Parts: 'BA, 'UIP, 'Router

A3-6 DIET DIARY

After extended use, system tells user how food affects feelings, behavior, performance, thinking, etc. Punch in moods, and foods eaten. Can buy or borrow from doctor, therapist, store to help evaluate foods on emotions, creative thinking ability, performance, and sports ability, sleep problems, etc. Use for several weeks to a year. Machine recommends which prescription/OTC(over the counter) drugs to take, and can be further complimented with therapy machine for greater alterations and input of data for desired changes needed. To select food eaten, key in food category, then user directed via more subcategories to food item (& or common brand in country). For user feelings, select from general category and or then subcategories that best describe feelings. Virtually everyone would like to know the answers. Information is far easier to calculate by machine.

Options:

recommends diets to: negative foods to which there may be a strong preference - regardless of its negative effect; balance poor nutritional intake

AA3-6A DAILY DIARY

Can mix idea with Diet Diary #AA3-6. Measures how user is influenced by:

particular music, entertainment shows, people, ways or times of travel, reading or not reading the newspaper, working on computer, anything and when it's better to avoid, weather, light, room or place user stays, sleeps, reads, or eats in..., colors, indoor or outdoor activities, etc.

Research Uses: good for consumer behavior, psychological, sociological, medical, scientific, organizational behavior, product design research

Helps User by suggesting: what where why when how to do, observe, respond to things in (non) altered ways; time of day when their decision making and or intuition has been most successful (user keys in topic of decision(s) made, approximate time of day. Product can supplement interaction w/ (socio)psychologist/social worker.

Note: Manufacturer must study behavior of mankind well before developing software. Machine can suggest therapies in the areas of art, music, play, gardening, and type hobbies...

Additional Options:

Machine might make scientifically selected sounds/music, which may help user according to their current situation. Eg, music to make them more outgoing, creative, awake, positive....

Recommends which activities, foods to eat (and maybe even when) in general. And or suggestions targeted only for certain activities, eg: creative thinking

Technical Details: requires user to key in all above or any number of influences that are being checked. Before beginning self-analysis, user might be asked questions (eg: history; which do you like more, a, b, c or d?; etc) demonstrating their behavioral - thought styles

The diary type products might be software inserted into home PC's, or even portable w/ built in software! Culturally adapted to dozens of languages and their type diets, activities.

Trademarks: Therapy Machine, Guru, Personal Helper, And Personal Guide

A4-70 DIVIDER FILE

A sound and or light dissection device.

SOUND DIVIDER:

Works like light prism divider for sounds, this divides sound into different parts that are normally heard only simultaneously. Repair people could use to diagnose machine problem. For the fun of it kids can study sounds of: refrigerators, cat meows, engines, music, etc. Divide by fq or time dimension. Identify object or problem of machine --> machine tells user what the result is. Option: an optional feature for sound synthesizer, g. Omit certain frequencies, keeping the others. For personal or, scientific purposes. When writing description, focus on consumer applications.

SOUND DIVIDER USES:

o Repair: engines out of sound alignment, by sound one might catch something wrong as well. Tailor dividers to particular repair functions.

o Behavior analyzer (via voice pitches)

o Contents of matter by how it bangs, shakes

o Music analyzer - how it effects people. Uses: how it influences people during studies, quickly matching appropriate music/tv sounds to ad insertions (the machine's info is another element to influence decision).

LIGHT DIVIDER USES:

- can read colors received, or display the divided spectrum of colors its viewer receives

o from a distance: surface content analyzer (content analyzed according to color and how machines rays, lasers, etc bounce back to machine's receiver

o from a distance: machine sends out sound and receiver analyzes item's internal contents

o locate needle in haystack in commercial applications. Eg: when color of object matches lens's criteria it shoots out laser to object.

RECIPE FILE

AA3-1 ELECTRONIC RECIPE

System develops/suggests needed recipes/elements for your desired foods.

Program type food, # and size of servings or volume/weight, regular - low - no salt diet, allergies, preference for more of certain type herbs, etc. Machine will give user the exact portions of each additional ingredient needed. Save from calculating percentages of teaspoons, tablespoons and other complicated messes. Get the perfect recipe each time regardless of the size serving.

Therapy to touch the right spot according to how you feel. For noodles, dressings (salad, etc.), drinks. Can have liquids too. Can take your own personalized formulas too. Good for stores not selling herbs. Manufacturer can ship herbs directly too. Polaroid concept: client's must buy supply contraption - no self filling; sell machine at low price, make money on hers. Client may or may not be able to add particular spices when they run out. Price for herb supply can rise faster than machine price. Print out or screen shows how much of other things u (user) need, eg: ingredients for salad dressings, pasta mixes, drinks, lasagna, stewed chicken, etc. M also holds: beans, small dried chopped vegetables & mushrooms & meat pieces, soup bases, dried milk, nuts, powdered (artificial butter, pasta bits, etc. Connects with water for dispensing, can also store bottled water. Grows sprouts.

Herb Selector; Chef's Herbs; Just Right; Master Herb(s); Magic Mix, Herb Therapy. TT, LL, E, W2

1A// RECIPE SECRETS: mix with Herb Selector. Upon dispensing food it cooks via microwave or heat. u (user) can call m remotely and pp what to eat. M can hold frozen food in frozen section.

TM: Convenient Cooker/ing

1B// WORLD RECIPES: mi 1 Herb Secrets, 1A Recipe Secrets. uk country & food category & chooses from options. Op: "S" recipe only.

1C// VITAMIN SELECTOR: gives vitamins and or herbs ao (and or) written suggestions according to u's ailment, desire and also a general formulae the basis for normal and all other days

Trademarks: Herb Selector

Hold the paragraph for Stage 2 possible development:

Ingredients come down little shoot from each herb, which is lit when container presses against it; or entire mixture comes down one main shoot (former better). Maybe excess herb sent out for all or small portions for accuracy. Certain herbs of frequent use have larger reserves (boxes). Replace entire herb collection periodically in simple step (save from replacing each one manually). Holds 12 - 200 items. Option of putting your own herbs for own formulas; soup mix dispenser (chemical free).

. D (Drawing): u (user) = This N~C~ANALYZER = EDUC [healthy diet] // MULTI-USER [users' own recipes] // NR [something not right, eg: u's request, or final recipe] // OSC [] // SCORE [of what's: wanted visa a vis what's available]// UIP [tailored recipes] // WA [shopping list for store].

SCALES FILE

Parts for below: score, tds (when pills dispensed), uip (suggests how much of something is needed (based on time, last time something dispensed). Elements are 'scored and 'analyzed based on their [changing/changeable] weight, that system ['predicts how to] 'customizes accordingly.

Pill Scale: measures approximate number of pills in container. Saves from having to count pills. Of use to people who need to know when its time to get refills (great for those who constantly worry about their taking pills and related matters - invention might focus some of their nervousness more effectively) Great for pharmacies, hospitals, chemical labs, etc.
User weighs one pill and puts weight into scale's memory. Scale then divides number of possible pills from entire bottle on scale. -pour pill contents into scale's or any other container. Don't need to adjust weight if using scales container. Minor adjustments might be necessary for professionals due to wear and tear on container - scale allows such option.
-have system of using certain bottle types and scale knows bottle weight by user's keying in type bottle, or user might guess the weight of bottle to be equal to certain number of pills
-the scale is designed for this particular purpose, easing the number of keystrokes necessary, and be of appropriate size and precision. Change the product a little from the standard type and get more scale sales.

Animal Feed Scale: laboratories studying animal behavior may like to know weight of dry food at any one time. Scale also memorizes animal's eating behavior cycles and can show info on its display, or put scale's disk into computer with appropriately designed software for analysis.
-if animal eats too much or too little during certain time period invention responds by: taking away food for any time duration; giving more food; changing food; making sounds (eg: other or related animals, mating calls, music, human voices, non meaningful sounds giving feelings of good or bad moods or anger, etc); dispensing of liquids, odors, shower of water onto animal; vibrating cage; opening door letting another animal in or caged animal out; turning on/off, or decreasing or increasing light, heat, fan, radio/tv/music/sound; alerting pet researcher/care taker; providing any other substance for test purposes.

Shoe Scale: measures person's approximate weight on their shoe's read out. Read out located outside or inside shoes: great for tennis shoe market.

Toilet Seat Scale: measures person's weight.
-displays or prints out weight onto toilet or regular paper.

Blind Person's Scale: uses Braille

SELECT A/V FILE

AA-B3 SELECT AUDIO VISION (PRE VIRTUAL REALITY MACHINE)

Special Glasses only sees what and how one wants to see something, or blocks undesirable elements from vision.

- changes all or certain colors. Programmed by manufacturer and or user. EG: everything but green turns yellow, this also enables faster search time for a green part.
- gives sound according to the color that falls within the target area of lens. Can also take a general input of all colors for larger area and accordingly output matching sounds. Eg: in a room with only cherry red (walls, carpet, furniture, etc) there would be the pure red ("cherry") sound. Manufacturer or user programs what sounds match colors. Manufacturer can adjust by regional area, age group marketing targets, etc.
- by just listening and sitting, one looks at inside of glasses or depiction onto visual display for colors created by sounds.
- entertainment product versions allow user to select type format by which colors are matched to sounds -- ads variety
- imagine uses in interactive games
- items within target area appear to be floating (surrounding area blocked out, experience item like it is in space)
- view LSD type visions
- add stationary visions that don't exist, eg: flowers, fantasy angels...
- use a switch to view different effects at users control

Converts sound and or music into colors! Creates shapes, lines, bar graphs (w/ dancing circle on top of each bar). Each ball beats simultaneously or in consecutive order to rhythm.

Parts: visual analyzer; VR; artist; uip; educ; tgh

AA4-59 SKY CLOCK FILE

Curious about the natural time, or felt like leaving your watch at home? Learn the natural time of day by sun's angle. Machine has ability of knowing what is horizontal for developing frame of reference. Each kilometer east or west has a different sun rising time and hence different time. Unaffected by day light savings time. Technical: the compass pointing north tells device where sun's peak. On clear nights, it looks for star constellations, coupled with the internal clock that knows what positions stars, moon, etc should be in connection with the northern point. Clock should work on lightly overcast days too. More enhanced models seek other frequencies from the sky and work in any kind of sky condition, day or night.

Marketing: Target elementary and high schools, hobbyists, sailor enthusiasts, hikers.

VIDEO FILE

AA4-67 WORLD APPLICATIONS VIDEO

Visualize how other cultures interact with similar products. See how other peoples interact with, and or design similar things. Watch foreigners using/interacting with item/topic of interest selected by viewer. User selects topic and then sees all cultures in data file automatically, or they can opt for certain cultures only. User experiences video and or audio effects (sounds words music).

Applications: Research & Development and new product departments (get fresh ideas); student school projects; tourist agencies - showing potential travelers how different cultures handle client's interests: hobbies, leisure, cuisine, etc.

For advertisers, academics, new product dept's, etc: Experience the sociological and psychological interactions with given points of focus (eg: uses of products) that help shape-purchasing behavior in countries worldwide.

Trade Statistics: certain viewers (especially those closer to the distribution side of development) may wish to see volume of consumption per cultural market (eg: Arabic sales). Of less interest to those using machine to generate creative flow for original product ideas, which might later be altered by another person selecting the statistics option. Includes: averages for incomes, disposable incomes, competing products, profit margins for related companies in market, etc.

(Small user market) For entertainment managers: learn to integrate your performer's style with that of the targeted culture.

Technical Details: Cultures foreign to the user's culture might be less strange in facial expressions, dress, etc focusing on the novelty of product applications. This helps ease culture shock. For example: The British might be shocked seeing Japanese cheerfully slurp their noodles from the hand raised bowl when selecting the pasta, fast food restaurant or food utensils options.

Advertising: "Man has historically learned from other cultures." "The successful are the fastest to learn from other cultures." "Other countries have large numbers of ideas untapped in our own country." For Americans: "It's a world market." "Think Global"

Trade Marks: 144 Countries, Intercultural Fertilization, Idea, Europe at a Glance..., Hobbies at a Glance..., World at a Glance, Product Applications, Creative Applications, Creative Possibilities

. D (Drawing): U = This N~C~ANALYZER = ba ('behavior analyzer) [] // EDUC [] // MULTI-USER [db (database) characteristics of different (sub)-cultures] // SCORE [(non)compatibility of inventions/services/idea for target market/culture/mind-set] // S&R [offensive or less effective cultural icons/slogans/ideas with better ones] // SOUND ANALYZER [which sound inflections work better W5] // UIP [tailored for User (business)] // VISUAL ANALYZER [suggests altered colors or shapes (for products/logos)] // WA [].

AA4-69A PRODUCT VIDEO DEMONSTRATION

A client is interested in a particular product or service - they in tern press button(s) demonstrating more information via audiovisual effects.

STORE APPLICATIONS:

This machine has product information, which demonstrates how product functions in any one of the many possible uses. The machine and or client may select which applications are desired for viewing. For: home tools like kitchen utensils

miscellaneous gadgets: massage, aquarium technology, new electronic products, gardening, food preparation for selling edible ingredients; cosmetic application; arts & crafts; board/video games; time lapse photography of bulbs, seeds, etc

educational aids; encyclopedia sales - machine asks potential buyer age of their kid(s) first and or any special interests; easy (low risk) self-applied medical procedures; home sewing of fashions, draperies, pillows, etc. Get ideas, ask

machine to print out plans for designs liked. Then buy the

recommended fabric; exercise equipment with sexy models

OPTIONS: Either the client and or company employee may start/control the A/V presentation.

END OF FILE: C MISC CHARMS – File: b c/c/c miscellaneous charms

"B" INVENTIONS DIRECTORY FOLDERS

Table of Contents For "B" Invention Files:

. 1BI
. 2BG
. 8BG
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. 6BE
. 6BG
. 6BI
. 6BQ
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. 8BQ
. B7Q
. BN-MENU1
. COMP-GI

File: Peter / A B C / 1BI 2BG 8BG B7I

FILE FOR INVENTIONS IN SUB-FILES:
1BI, 2BG, 8BG, B7I

1B010 PERSONALIZED ANSWERING MACHINE: receiver programs telephone answering machine to give out different messages, according to caller's tel id number,
-very related product in file A6.
-(Special devices exist which allow the receiver to know the tel number of the caller.)
So the receiver can input the caller's home and work tel numbers, and give just calls from those numbers special treatment.

Special treatment possibilities: different outgoing messages (nicer or more business like, etc); when a call comes from the desired tel number the answering machine's beeper can contact owner of answering machine or the owner might get a call from the answering machine with a recorded or coded voice/sound stating that a message from desired tel number was received, then receiver can call machine and get message, or machine can give message to owner; calls from desired numbers are call forwarded to location of owner (tel #1 calls tel #2, then tel #2 automatically transfers call to tel #3 since this is such an important call).
-for statistical purposes device keeps records of all incoming calls for offices.
-Footnotes: different length of time device may record incoming messages.
. For Techies:: all; displays tel number coming in or being dialed; pp; mp; uk; date; interactive; microphone; synth; portable; mfh; vc; score; tel; uq; pi; character.

1B120 CREATIVITY ENHANCEMENT DEVICE (formerly called, Brain Light): (Was Invention # 1A-6)
Machine measures person's creative brain waves and feeds back information for their development of creative abilities. A clear barometer of their frequency levels allows users to gain greater clarity for control.
-moved to "tgh"

2B-150 CLAP LIGHTER:
Activates with a hand clap or whistle. Use for lighting a cigarette.
-Lighters on tables can also be activated by tapping on the table - (the sounds transmit to the vibration 'sensor).
-Compartment can open up to ashes, etc via another type of clap or sound. Then it closes after the required time to finish smoking the average cigarette. Or can open at push of button.
. OTD: Remote ("R"); all; pp; mp; date; toy; entertainment; "mic"; t; bp; sp; osc; cm; clap.

8B-100 INTERACTIVE SMELL EFFECTS: Interactive devices use smell to create better effects. Examples: Video game emits smells proven to induce excitement; also for
-smell emits when: person or creature is hit; one goes into certain area: mushy swamp, garbage dump, smelly room; one comes close to smelly creature; when danger lurks; opening of package, etc; entering a restaurant; cooking; getting sweaty from activity; getting nervous; etc
-smells can also be very subtle
-the actual amount of smell might be minimal.
-applies to other audio-visual product packages: "C" based training; interactive video (system activated by user touching a scream - key boards may be used, but not required)
-smell the new product user might wish to purchase, eg: inside of new car; smell leather for leather products; smells also for following products being sold: foods, flower delivery service, etc
-product was merged with product 8B-19.
. For Techies:
"S"; pp; mp; uk; mouse; date; interactive; educ; toy; all; game; entertainment; osc; vc; score; tgh; teach; md; cart of smell causing elements; access (if smell device is used in arcades [public places with video games]); uip; character; system alerts user that chemicals needed to cause smells are out or running low in supply.

8B-280 Vending Machine Analyzer: Studies consumer purchasing behavior. Connects the time of item sold with other events happening simultaneously: time of day people prefers to buy, news stories, etc.
-Date stamps each sale. This information is entered into computer(s), which correspond this with weather, current events at time (especially as broadcast/published in mass media). Understand purchasing behavior better.
. For Techies: Some models might also take picture of purchaser; "S"; "C"; pp; mp; "S"; basic; score; cart; access

B7-070 Fish Exciter:
Put something to excite fish in your tank! Sound, minor vibration, odor, food, etc.
Option: can easily change its appearance and or smell creating new curiosities
-Also must feed the fish
-Need not be electronic
-Applies to fish most commonly sold in pet stores
-Should not scare most fish.
Footnotes:
All; "S" (visual effect influences fish); pp; mp; uk; date (when to feed, or stimulate fish - does so periodically); educ; toy; game; entertainment; portable (to other fish tanks, seas, etc); "M" (for complex biological studies); bp; sp; alerter (if fish fails to perform, or is ill); osc (fish hear via water molecule vibration); score; cart (sounds, smells, food).

B7-110 REFRIGERATOR RETARDER:

. Time delayer: can't open for five minutes and then must be there during the 60 second opening. Control yourself (from going to the refrigerator) for these sixty seconds and you can't get into the door without restarting the start option of opening the door. Plus the fact that one has to go through this procedure is an inhibitor. Chronic eaters often eat to avoid a psychological feeling and come a little later, the spontaneity's desire may reduce. Good for Caucasians, which are often over weight (Japanese export to such markets, though they eat healthier than most).

-also for other things one wants to inhibit opening, eg: liquor cabinet, pantry door.

-device makes bad verbal comments or sounds upon opening - designed to reduce the pleasure in opening

-if there is an emergency to open the refrigerator, it can still be opened but with a horrible alarm. And if it is opened before time, a special button or other trigger need to activated.

Footnotes:

This device may be used just for certain sections of refrigerator or other bureaus; all; "R" (door opening); pp; mp; uk (time periods as described in description); exercise; alerter (if door opened too often); score (frequency of opening door...); cart; access; uip; character.

END OF FILE FOR INVENTIONS IN SUB-FILES: 1BI, 2BG, 8BG, B7I

File: A B C / 2BQ

FILE: 2BQ

INTRODUCTION TO FILE 2BQ INVENTIONS: Like in other 'designated files, these products respond to humanly generated clapping, snapping of fingers, whistling, sound generating equipment or objects, etc. The humanly generated sound initiates the desired function. This clap recognizing part is inserted into each product description below.

Our invention number precedes each invention.

-'Sound Analyzer's 'Seeker causes 'Reaction. 'Reactions to Sounds in file 2BQ. 'SA -> 'Reaction -> 'Customized Function. Utilize the basic part of microphone hears certain sound frequencies (clap, whistle...) and the specific frequency of certain duration and or number of occurrences activate or deactivates electronic operation.

DEPENDENT CLAIMS SIMPLIFIED:

EASILY SEARCH WHAT YOU WANT IN THIS INVENTION ONLINE:
This fantastic system generates claimable features tailored to the user. A speedy license is available. For example enter keywords or descriptions like at our Discover/LicenseItToday.Com. Licensable features for new genres of inventions show up. This offers results different from common patent pending application databases. See Unity-Search.

SEEKING AN INVENTION TO SOLVE YOUR CIRCUMSTANCE?
Patent application adapts by providing needed solutions. It suggests unique solutions that satisfy your stated need put into keywords, etc. See Unity-Solutions.

SIMPLIFICATION PROCESS:
Simplified system eases navigating for what you want. See Unity-Simple.

WANT YOUR INVENTION ADAPTED TO CHANGING REQUIREMENTS?
User must handle requirements A then B to gain 'access. Access requirements change in time, and are 'tailored to the situation. See Unity-Access-Change.

DISCOVER INTERESTING VARIATIONS:
. Over 100,000 variations are adapted to your invention's subject matter. Can beat Google.com. User needs to try this before judging how it can help them. You must dig deeper than just viewing the sample solutions provided!
. Conceived an invention? File your patent application, better assured all its pages arrived. System proves who sent or did something by digging inside. Sign a delivered package; knowing something like a diamond ring is really inside. See 4E020 Registrar.
. Type in what you want. For example might you want your cat or dog to clean their paws before entering the pet door? Problem solved down below!

1ST STEP – YOU MUST ENTER KEYWORDS.

2ND STEP: LICENSE AN ADAPTED INVENTION – QUICKLY & EASILY:
Want to be the licensee or licensor? Exclusive world license agreements are tailored for the friendly licensee. It's easier to license than circumvent this broad application that helps you. See Unity-License.

FIND MANY MORE CLAIMED TREASURES INSIDE:
Kindly understand, patent attorneys clarified this patent application, filed its novel manner, should meet patent filing documents for inventions at this stage. It needs help interfacing with clever searchers that will it. It might guarantee top value, before payment.

INTRODUCTION JUST TO THE UNITY ASPECTS OF THIS APPLICATION

Dig deeply into the revolutionary disclosures. Invention variations often begin with a short identification number. Discover today how it can satisfy your unique needs.

LICENSE OUR ADAPTED INVENTION – QUICKLY & EASILY:

Exclusive world license agreements are tailored for the licensee. For example the user views our license agreement at Agreement/LicenseItToday.Com. Zero payment is needed while licensee studies the inventive ideas, while they have the option to extend the exclusive license for ten to twenty years.
. Potential licensees just call California at (+1) 707.428.5000 to speak with a live person who will kindly interface with both the caller and adaptive designs' database of features. This interface is designed for both potential licensees, and authorized people with higher 'access privileges. All agreements must be in writing from authorized person, other interactions are brainstorming.
. Licensees seeking zero royalty payments during a trial period exceeding a month, can be tracked to make sure they are moving forward in bringing products from the license, onto the world market.

. The above also describes the (semi) automated functions.

SEARCH HEREIN FOR WHAT YOU WANT – Unity-Search:

Links within this patent application show new ways of searching for needed inventions. Ask the system for what you need, and it can be made available. If you don't find a link (schematic connection) to an applicable feature, chances are good that you'll find it via another link structure. Like a (human) brain, there are many pathways to other parts of the thinking mind.

. Utilize multiple search modes to 'access all the features you 'seek in this and subsequent patent applications if you don't read it from top to bottom. We claim how our features are inserted and designed, so they are often 'accessed (found through our interfaces) via: multiple links, keywords, *subject categories, etc. Details in patent application's introduction.

. Locate features by key word searching: Parts' [function] roles in Adaptive Design [can be found / used / 'interacted with [for this pat application] searching that and *related terms based on desired common methods/results. The greater the adjacency between [the terms for the] 'nodes the [better/faster/simpler] the process might be.

. Thesaurus Searching: Search for related terms (in this invention database) based on a thesaurus' key word relevancy. This greatly increases the number of potential links. It helps simplify matters (reducing key word clutter).

--Thesaurus 'database has each (central word / concept / feature / invention) rank all related/'associated terms 'scored for relevancy. This and related databases can be stored on the system's 'computer.

. Search Engine Like Searching: The millions of criteria used to determine relevancy by functions related to web search engines can be used.

--eg: Google.com, Yahoo.com, AOL.com, MySpace.com, MSN.com. Surf today and in future, their search engines to find other search criteria for actual and theoretical models.

SIMPLIFYING & CONDENSING SYSTEM [SIZE]: Another Claim

LINKING SIMPLIFIES:

We claim the way the patent application's features interlink within itself and to outside sources. Their benefits include:

-Easier navigation & interface: finding the needed feature/invention. Smaller 'screens allow mobile 'nodules.

. Easier to control and monitor: the central nervous system [computerized 'brain].

. Less memory required to run the system.

. Less energy required: memory; [electrical] energy; resources [hardware and software] requirements.

. Greater Creative 'Customization: 'customization needs less 'seeking / scanning [key word searching for features]. 'Customizing is easier as more features/resources are available with the unified invention, than if the invention were separated.

. Despite the simplification, its complexity and lack of tremendous finances kept us from developing a working model for the unity of the invention.

-Simplicity: increases security; reduces software's virus risks. Fewer portals for 'access to protect. ['Analyzer] controls how ['w5] 'customization/links are 'routed / and services are rendered [by 'reacting].

MAKING FEATURES OPTIONAL REDUCES CLUTTER:

All features are optional, except central components in electronic features like: 1. power source, 2. some CPU (central processing unit), and 3. Ability to control (power switch) and offer 'adapted functions.

-Clutter by over repeating that features are optional (can be) omitted. This un-clutters the user interface, and text in this patent application. However we give more examples for what's optional and not necessary.

-The mere presence of an indirect or direct link to other features, outside the central description for the feature at hand (usually what's found in the same section of this application like an invention number or what's in the feature lists) is (usually) optional.

-Pet Door Paw Cleaner claim example: Collars with RFID (wireless transmitter) limit 'access to those with the 'designated RFID is optional. The other 100,000+ variations for wireless entry in linked files related to 'Access are also optional, e.g.: the central description for 'access links to 'visual analyzers. While 'V.A. may be incorporated into the Pet Door if desired. It wasn't necessary to add cumbersome descriptions for this option in the Pet Door's central the central description; doing so doesn't invalidate the patent applications' full optional features when linked information isn't copied again (copied and pasted) into a feature's central description.

-'Adaptation: Optional features are offered for 'access and or license.

. Consuming unnecessary detailing the technological sides of things, known to one skilled in the art, can or will clog (make it harder to view the main points) in this system (patent application/interface).

CONDENSING TEXT:

References between specific invention numbers / features. A link should suffice. However references are sometimes made. Lack of a specifically worded reference like "See Invention Number AC-9110" does not imply lack of relatedness. One of our goals is showing how this patent application's text size reduction can reflect in the constructed invention. Details in the introduction sections. Expanded versions of this document may be available at our site: ProfitableInventionAbstracts/LicenseItToday.Com. This saves on costs for translating the application into over 50 languages as planned, and will hopefully make it more user friendly for the patent examiner than the other versions.

SHRINKING / EXPANDING DESCRIPTIONS & ABBREVIATED TERMS:

. Properly worded feature descriptions can shrink text size by over 95%, but at some potential loss of (speed in) comprehending what's written. However, reading time is also shortened. Reader can request an expanded version be given tailored to their needs. For example the Guide feature learned what the reader knows, and can better guide them accordingly.

. Shrink: How this invention can/has had its descriptions/'interfaces shortened:
Omitting unnecessary words like "the" helps. See our abbreviations and features (parts) files.

. Search & Replace: Use key word searches for long or abbreviated terms, then replace. Minimize errors doing this that result in improper replacements ['editing] that [greatly] change the meaning. For example: replace the term "U", for "User" or "Licensee" by typing a space before and after "U". Otherwise all words with the letter will be replaced. Our diagrams can have the lines between the parts next to the term, eg: U='Interfaces With='Keyboard. So consider also replacing terms that are adjoined with the link symbol (equal sign "=").

. Using feature terms as text: serves the purpose of easing comprehensibility (reading) and condensed language (for wider range of readers and users). For example the word "adapt" can be viewed as one or more of the following: 1. A word; 2. A feature as in function; 3. An electronic part, however worded in a manner to make it more user friendly for technophobic (technically challenged people who have repeatedly been told something is more user friendly than it is in reality) users; 4. A link to thousands of technical examples, plus direct and indirect links to patents; 5. More. One click can highlight all terms that are any of the above, for example putting an apostrophe before each word as with many of our terms herein. This patent's application rephrases its functions to show how it can fit into a sentence, for example "it shows Tom how to create inventions" is the same as " it 'guides Tom to create inventions". Altering the label can also: 1. Better convey meaning where and when needed; 2. Make material more interesting – variety is proven to often help the user stimulate ('guide) the user's creativity.

-Labels: To shrink this pat application we often relabeled our features, and/or omitted the apostrophe – if such are needed to be seen simply run a software search (and replace) feature connected to a thesaurus that will pull up related terms and phrases (like in web search engines).

. When usual words or terms out of context are found: 'predict it might be a result/'reaction to faulty [key word] replacement. Find characteristics in the unusual phrasing that suggest an improper replacement. Sentences with gross grammatical errors, and/or thought patterns differing greatly from how humans [can think], are signposts for such errors, that need not be dismissed.

. Another patent "Psuedo Random Number Generator" waas published on Nov 29, 2001 claimed to be the longest patent at the time. Its US patent number is: 3,314,440. We are longer and have *improved the randomness of its nature.

COST / BENEFIT 'ANALYSIS & SIMPLIFICATION:

. Important Concern: How Much More Simple Does The Patent Examiner &/Or User Prefer This Application At The Great Cost Of Losing The Application's Claims?

. This may not a clear cut legal and/or issue. Hence multiple variations allow the needed 'adaptations. Dig deeper into this application to understand.

.—All of its features can be alternatives and/or optional in furthering our claim.

. Simplifying can reduce the inventions' claims, if one omits the necessary parts. The greater the sum of the parts herein, the greater can be its whole (value, novelty of our revolutionary application).

-Traditional patent filing requirements will make it hard to keep up with evolving technology in the new genres we are claiming. Let's try to adapt to the needs of as many people with little or no loss to anyone.

. Everyone has a different (emotional) value or preference (can be 'scored [for 'adapting this interface]) for how simplified and or complicated they want (this system) to be. Hence the system 'adapts accordingly. However

placing many but not all variations in this patent application can exceed ten million euros, just in per page fees alone (based on current page fee requirements in certain patent offices), plus greater costs in translating and proofing the documents into many languages (without altering: subject matter / 'accessibility, interface design, and/or causing other problems like technical ones, such as changes in memory or 'programming).

Terms Used For Explaining – Unity Of Our Inventions:

SOME CODES (FUNCTIONS / PARTS) IN "ADAPTIVE DESIGN" SYSTEM

Examples for how codes are put into practice within "Adaptive Design":

ADAPTIVE DESIGN = How the unity of inventions 'adapt [by how the pat application's aspects integrate].

CART + = Any of the electronic invention numbers / functions are [also] [un]pluggable. Connect/unconnected/activate an invention as needed. 'Cartridges are a [type of] 'node in the unity of inventions' system.

CRC = Central Computer Adaptive System [unity of inventions]. Where the 'nodes and 'function meet

DISTANCER = Events triggered when multiple 'nodules are at 'designated distances [from each other].

EDUC * = Teaches how to use the Adaptive Design: how the different aspects integrate to 'adapt. [Can] learn on CRC's (work station)/N/printed information (book).

EGH * = The determination of changes in difficulty (via score, uip) and 'correlated invention for 'adapted purpose can be at central computer/product number.

ENTERTAIN = See Below
EXERCISE = " "
GAME = " "
MICROPHONE = " "
MORNING = " "
MOUSE = " "

-

Adaptive Design applies itself to the 'adaptive need, by using its resources. Best [by 'score for 'designative need] form of ['adapted / claimed] function offered [to user] is based on the invention options [claim] available / connected / paid for / that can be created. E.G.: User = ['Adapted] Function = 'BA = CRC. 'Designated functions can change ['egh, 'tgh] as need/situation changes, or 'adapt switches mode into different function [invention] [to better match situation]. Exemplified in functions/resources include:

-

Specific inventions; 'access, 'artist, ' ba, 'balance, 'camera, 'communicate, 'composition, 'coordinator, 'database [what's needed / how applied], 'edit, 'egh, 'entertain, 'exercise, 'gps, [how it 'interacts (with user], 'microphone, 'morning, 'mouse, 'mp, 'mq, 'multi-user, 'notifier, 'order & timing, 'osc, 'pp, 'predict, 'ps-zone, 'Q, 'R, 'react, 'sa, 'score, 'synth, 'sensor [what it seeks], 'sw, 'tel, 'tgh, 'track, 'va, 'uq.

. 'Predict [functions based on what 'analyzer tied to 'predicting function has/is giving the highest 'prediction-'score]. Each 'prediction [from any combination of resources (of parts) as outlined] creates their own [potential] 'score. All 'prediction-'scores are compared with a [specially creative for the situation] 'score chart – and the highest 'prediction 'score [with least uncertainty / greatest (likely) value even if there is a greater uncertainty factor] = resulting in the adaptive design choosing the best 'prediction. Adaptive designs function(s) 'react accordingly.

FEATURE = Function, Part or Invention.

FUNCTION = Part or invention's output. Any [software] driven function, e.g. desired outputs.

LINK:
-what ties this and previous applications' inventions and parts together.

NODE:
-invention that can be separated from central computer [with loss of peripheral functions via tree branching].

PART = Feature. Introductions are in the Parts files. Example parts: 'access, 'sound analyzer.

Peripheral Functions:
-functions that aren't part of the main functions as described in the invention [number]. Probably not listed in the invention's abstract. Not related to level of function's importance [especially from perspective of other connected nodes].

MISCELLANEOUS - UNITY OF INVENTION POINTERS (Claims):

ADAPTING FOR FUTURE TECHNOLOGY. Fadap ™:
Adapt this unified invention by utilizing future technology on an as needed basis: Use search (engine) criteria to find / emulate / 'access the functions/features/inventions to related aspects [in this unified invention].

EACH ASPECT IS NORMALLY OPTIONAL:
Be careful, the unity of inventions unites all aspects of this patent application, while keeping the ability to process/function/offer one or more aspects/functions [claims / independent claims] without jeopardizing the entire unity [claim] of system. Don't use/quote a part of this application, at the detriment of the application's other descriptions when there is a conflicting overlap. Don't create an unnecessary restriction by taking text out of context, unless such serves the particular need at that time/place/situation.

MANY EXAMPLES IN THIS DOCUMENT:
More invention examples in pat application, gives further clarification for the unity of the invention: By virtue of explaining the details of the inventions [claims], through the many links [tree branching], each new invention [claim] further clarifies the unity of inventions in this, past and future patent applications of filers. Each function in the united invention, connects with every other function listed or inferred: otd: each part/invention/claimable subject matter makes many references/links to every other part/invention/claimable matter via a nearly infinite number of methods.

CONTENT & DATE VERIFIER 4E020 REGISTRAR:
Track which inventions were used. System proves who did what electronically trackable event, along with when, where and how it transpired. Better than when contents were sent/airmailed versus just evidence of transmission. Improves upon the services of overnight couriers, registered mail and notary publics by combining all their benefits into one. System works via customer e-mailing or faxing material to service provider which stores in fairly tamper resistant computer filing system, then transmits documents to addressee via: fax, e-mail, and or post office's registered mail. See its huge central description file.

MORE INFORMATION *
"ADAPTIVE DESIGN" SYSTEM (1D-010) — KINDLY READ THIS SECTION LATER

Covers All / Any Aspects Of Pat Application

Semi Intro To Adaptive Design System, Also known as "Peter"

Adaptive Design 'adapts itself to needs by utilizing applicable resources for each situation:
This Adaptive Design patent application uses needed aspects of the united invention, to achieve the desired function. The need is determined through

an 'analyzer. 'Adaptive Design 'tailors itself to needs based on available resources.

Summary of Goal Oriented Design and Independent Claim:
User's (central computer) can 'designate the pathways [links] to 'designated functions

via which this can come about, by [only] utilizing the necessary parts from the overall adaptive design's unlimited variations of possibilities within the given ranges. At any one time, the (majority) of the hardware/software (is) ignored for the particular application.
"Adaptive Design" is a large complex system capable of carrying on thousands of diverse functions, even simultaneously when feasible. 'Adaptive design, and 'adapting (UIP) synergize each other – their definitions/functions greatly overlap.

Summary rewritten using many parts (function) terms: 'User (has their needs = determined by themselves or UIP) = Optional Occurrences:

1. User is 'educated and 'guided to [better] determine what [invention or function] they want; and how to use and of benefit from it.
2. User and or 'analyzer [can] 'score which functions/inventions will better meet the need [based on the 'behavior analyzer]. The highest 'scored function [can] be presented to the user/beneficiary.

The "Creator's" central computer is the center, which controls the separate (portable) nodules. Product numbers (N) are the group or related functions.

According to the *manufacture's carrying out of descriptions herein: A nodule can carry out the functions for one or all N's; only the software (via cartridge/transmission) need be altered for nodule to carry out desired function. Simplified nodules may receive additional parts to carry out desired functions (attached/snapped on by user) according to (central computer's, teacher's, common sense, book's) instructions. Nodule is portable and can become a stand alone system after development, and have more complex functions carried out with the help of the central computer, and or the central computer's main frame hook-up (mfh).

* "Adaptive Design" system also^: helps users develop new inventions with system's hardware/parts*; acts as point of sale for merchants (users can try prototypes, and if happy place order for stand alone N); allows user to program their N in desired manner via central computer (which creates software cartridge for N).

This system via its CAD software functions allows the user to cut and paste parts and desired functions creating impressions (eg: audio/visual) of the listed product numbers and parts (product specification codes, product numbers can become parts too), derivations thereof, and new inventions utilizing the listed product numbers and or parts and or functions. The central unit can be done on a * personal computer (simple level only), on main frame computer, and up to virtual reality.

"Adaptive Design" guides users to plug parts into each other creating the desired products. The software (CAD system(s), etc.) shows the steps for assembly and creates the cartridge for the needed software to operate the newly assembled products.

+ User Information Programming 'adapts the output/invention design and or functions.

Description

* Notes:
-The user may elect to partake in the "Creator's" introductory self tutorials.
-Most of the needed software (most functions in most product numbers) can already be in the product numbers. It is simply a command that activates the desired software application at central terminal or product number (listed product on this application, *derivative, *new invention) (R [remote])(via^: r; wire/wireless; access; uk) in the designated manner to generate the applications desired.

Notes:
-CRC designates the pathways via which desired applications/functions are carried out. This designation is carried out in standard electronic practice, eg: selects parts/pathways according to their availability (in good repair, not occupied by another application being carried out); simplest mode (fewer steps for system, user); usage of elements (nodules, parts) that are cheaper to manufacture, and or less likely to be needed by other applications.

User can choose from multiple variations of each product design, and or create the variation desired which will then be manufactured (identical products in a quantity of one or more) by the manufacturer designated by "Creator's" manufacturer database.

Develop inventions by getting ideas from system's database of product ideas. Device will then select applicable companies who may manufacture and or sell your product idea.

Use the database of most of our inventions from which to get ideas about new products. Eg: user keys in "remote control" and gets the product ideas in that category from which to get stimulation for a new product idea. The ideas in the database are designed to increase the creativity of those who read the ideas.
-Then user types in their invention.
-Next is optional: system connects to database of patents, and user can search to see if a related invention is filed
.--(also can check other electronic databases describing such inventions).
-User selects the type of letter they desire to mail out soliciting their idea. Sample letters:
--to manufacturer, we wish to produce this invention with you, what will be the cost? At minimum this gets manufacturer's interest.
--asks large retail outlets, wholesalers, sales representatives from database if they would like to place a minimum sized order.
--letters go out to the mass media that is interested in such product categories
.--although a quick sale may not take place, attention is achieved and this is the key!
-system's computerized translator makes rough translations of the product description and diagrams. The inventor's description in his native language is also attached for mailing.
.-Letter is available in 18 languages, and can be selected by user
-User selects all the manufacturers from our database specializing in said product categories. By picking any product user is assured there are 20 - 200 manufacturers world-wide in that product

category.
.--the system both creates inventions, and includes products and product ideas which create, hence an applicable title for this device is Adaptive Design.

SOME IMPORTANT CENTRAL POINTS ABOUT 1D-010:

Non-Information Processing Portion of Idea:
+ Briefly, this is how we consolidate the separate ideas into one. The patent application titled "Adaptive Design" uses software and or virtual reality, user is able to experience and work with each invention. Next example: remote device (with transmitter, receiver, display ("S"), speaker, timer, small computer ("C"), microphone, sound synthesizer, sound playback, key board, volume control, memory) interacts with system's main unit (with more of the same features as the remote device, especially its complex database and software) in playing out the many of the functions for nearly all the inventions in the filing. The specifics for how each invention would be processed by the software is very simple, yet viable.

Other common threads for each idea: they all increase user's creativity by virtue of the product ideas (future separate patents), special effects of "Adaptive Design", functions for each invention can be programmed by user. 98.5% of the inventions may be electronic, all could later be made electronic in some haphazard means.

The aim is for our descriptions and diagrams for each separate invention to constitute a priority date in this or an updated filing.
-[air pad, basic, cart, character, mfh, notifier, uk, osc, pi, portable, pp, speech, cordless speaker tel, tds.

+-this system combines all the products in directories A, B, C and D. However, remember each of the products are obviously, also able to be developed separately from each other as well.
-the software and database are sold within portable computer ("C") device which has many other features
-The term CREATIVE SHELL as explained below in notes for 1D-010 is one of the important methods of developing ideas with 1D-010
-The branching out of the database is explained in "Beginning Introduction" - simply computerize all mentioned in this file.
-The structure of the database is largely explained in the paper titled "Database". Additional details are available from other parts of 1D-010's explanation.
-Some of the purposes of 1D-010 are: to make inventions, come up with creative ideas, make money for the seller of 1D-010 and its users, entertainment, education.
-"Imi" parts are interconnect able. E.g.: as in 3C292 Magical Building Blocks.

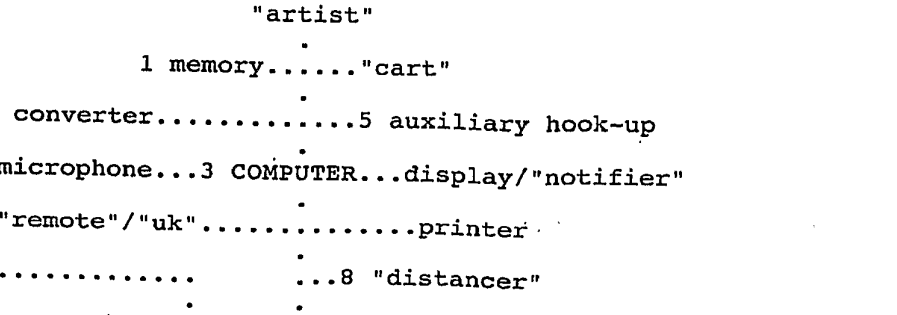
FAIRLY IMPORTANT POINTS ABOUT 1D-010:
-user can order through 1D-010's manufacturers any/some of the products listed in this or other filings of this inventor to: buy, and or lease and or see pictures of and or get greater information about.
--user can choose from multiple variations of each product design, and or create the variation desired which will then be manufacturer by the designated manufacturer (eg: one with rights to the basic

idea that generated the creative shell)
-user can select and or develop many product characteristics, eg: size, casing design, color, product's "pp" or "mp" or "cart"

Software and or Virtual Reality:
.-using software and or virtual reality, user is able to experience, work - interact - play with the basic idea and or creative shell (includes both the basic idea from 1D-010 and the additional information about product provided by user by merging with other parts and functions from 1D-010 database and or the addition comes purely from user's mind).
.--This is for creating product ideas, and or experiencing those products which might already have been produced and available for order. This serves also as a type of interactive computerized point of sale, accepting credit cards, etc.
-software is likely to offer possible suggestions and or directions into the right branch see "Beginning Introduction"] for the ideas selected by user
-when user want more options about an existing and or new idea proposed by inventor (his invention, or someone else's) user can request how far he wants system's branching to seek out such elements, eg: request can be made to find all elements pertaining to "interactive" within one or more product numbers up to branch 2 or 20
--the product numbers can be selected via: key words, category, keying in product numbers, or by any other element that separates one product number from another.
-any product can be stored into 1D-010's memory, eg: patents from another system's database; literature on electronic media about product; etc.
-May utilize technology from Echelon Corp which works on bringing a common intelligence to all sorts of electronic devices. Wall St. Journal, June 19, 1995, p.R28.

* OTHER POINTS ABOUT 1D-010 HARDWARE DESIGN:
-waterproof and floats, e.g. for use in pool, bath, shower, beach, lake, picnics, voyages
-makes sounds that please user when latter is in low creative level according "score" (little typing on key pad, few products with their files created); or user may request such sounds
-connects with music stereo; music synthesizer allowing user to "compose" sounds that boost their creativity (while composing and or listening)
-via "clapper" user is able to easily/creatively input data (just talks system which converts sounds to computer ("C") signals)

One Diagram Version For 1D-010:



c (central computer - most important feature for "Creator").

Sub-diagrams (additional parts that connect to the above #1 diagram, eg: the below connect with #1 via #1's Computer):
#2: R ~ C ('computer) ~ mfh
#3: uk / vc* / visual analyzer* / osc / mouse / morning* / locator* / distancer* / microphone / sound analyzer* / speech / any other sensor(s) = R / C ('computer) / MFH* = printer / display / score
#4: uip / pp / mp / mq / cart = R / C / MFH*
#5: modem / fs / sp tel / tel = R / C / MFH*
#6: c = vr.

Utilizes software functions found in other creativity enhancement and brainstorming software.

OPTIONAL MODES OF TRANSFORMING PRODUCT IDEAS IN THE USER'S MIND:
A number of the product ideas within this and other patent filings can transform the ideas within the database, e.g.:
-3a-950 Picture To 3-D Converter (user can also input via "uk" in conjunction with database and software for product design, the dimensions of product and have them
-"artist"
-4a-430 Game Creating Machine
-5a-130 Color Sticks
3a-580 Remote ("R") control
5a-610 Invention Store Software
5a-620 Virtual Reality Invention Laboratory
OTD:
pp; mp; toy; game; entertain; printer; mfh; cart (product ideas for database; letter formats; computer ("C") based software language translation systems); word search option of software, allowing user to pull up all product ideas with the desired key words from 1D-010 or "mfh"'s database - in order to get product ideas, or do patent searches; character; 3a-110 Antenna Art; Magic Air Pen; 5a-460 Touchless Switch; % remote; % notifier

POSSIBLE OPTIONAL CONFIGURATIONS OF 1D-010'S HARDWARE AND SOFTWARE:
3a-580 Remote ("R") control.
5a-610 Invention Store Software
5a-620 Virtual Reality Invention Laboratory
OTD: pp; mp; printer; mfh; score (levels of interest from other parties in user's ideas; number and or quality of ideas he develops; % changes in "pi"); % tgh; cart; 3a-110 Antenna Art; Magic Air Pen; 3a-820 Silent Light Notifier; 5a-460 Touchless Switch; a1-040 Space Phone; a1-500 Personalized Outgoing Message (adaptation for people responding to the solicitations made by 1d-010's user, e.g.: via user's mail or tel or fax...; personally answers even E-Mail, Fax, ?letters, Modem transmissions, etc); *a6-010 musical necklace; remote; notifier

-database of parts applicable for most of the inventions predicted to come out of invention are selectable and with prices. This information can be attached to letter inventor sends to manufacturer.
-this is more fun than playing chess or watching television. Also it allows for hope that the inventor may one day become rich.
-the book on how to increase creativity as filed with the US

Copyright office is available on the system for reading.
.-additional trademarks to this product: invention man; inventor; let's invent; invention software [and database]; develop[er]; creative shell; creative developer; invent; create; Adaptive Design; invention challenge

Software to assist brainstorming.
-One of them is produced by Mindling Corporation for about $200. Their US Tel 1 800 253-1844. Also covered in San Jose Mercury News, Sept 18, 1995 issue, titled `Problem - Solving Software...'
-The type questions are selected according: to UIP for nature of product or problem needing brainstorming; UIP of U; available db (databse) on
sys, eg: if it can recognize and make suggestions for key words supplied by u (user) (DB has files for related information on such key words).
-OTD: "entertainment" and "mood" creative an upbeat psychological / sociological effect in U of sys (system) / sw.

OTD: display ("S"); fd-hdd; pp; mp; uk; mouse; date; tds; %interactive; basic; %game; entertain; portable; printer; au; mfh; bp; osc; speech; vc; egh; score; cart; for communicating with other companies - tel, sp tel, tr, mo, fs, caller id, tel number memory; cp; uq; mq; access; pi; character; multi-user; cc; * remote; * notifier; remote ("R") control; % morning; portable.

Additional Notes

Codes: "N" designates product number. "CRC" designates central computer of "Adaptive Design" - though the functions can be the same as the N's computer, CC is larger (and less portable).

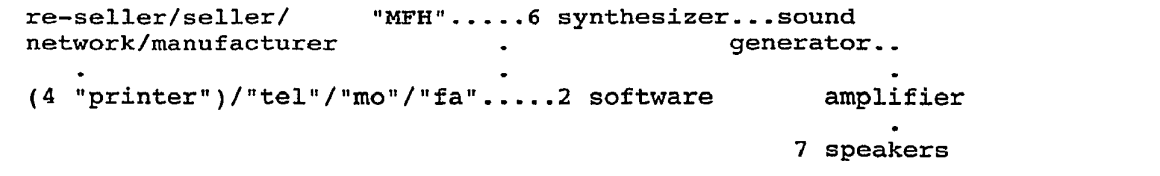
User can create inventions by finding pertinent parts and or functions in the database of this patent application's product numbers and parts. User searches via key word and or product category, or "Adaptive Design" can do its own type of searches based on the characteristics of the product(s) and or desires (functions, applications, preferences) user is working with and or keys in.

New cuts and pastes via software allow user to develop his new ideas. He may also develop new software for the new inventions via (Creator's) different model software which require (easy) programming steps.

Examples of product numbers and parts are in patent application. E.g., remote control, display, speaker, key board, locator, memory) interacts with system's main unit (the "Creator"), and or a separate central feature (computer). The assembled product's functions are controlled by software. Applications can be any invention in application, e.g.: the "Balancer" product. Balancer causes speakers to adjust audio balance according to where remote control transmits its location.

Common aspects of every electronic product number and part:

-They all increase user's creativity by virtue of their fantastic natures. Refer to Steven Kays' materials on how to increase creativity (confidentially filed in copyright office, etc.)



1: Memory: Databases; holds memory for sound generation; files created by user
2: Branching: see paper describing how this file of separated product ideas are organized and described and coded. Virtual Reality and Software: 5a-610 Invention Store Software; 5a-620 Virtual Reality invention Laboratory; can get software and other data from 1 and or "cart"
3: Computer ("C") is the central point; analyzes, converts and processes all data; with minimal key strokes system will send out solicitation letters or electronic signals (fax, e-mail) using format letters
4: system may also fold and stuff envelopes; plus also print letter sender's signature on letter, then stamp the letters
5: CD-ROM reader; pre-recorded music generating system; etc
6:
6a.-Analyzer Determines Sound Effects: sounds are generated to stimulate user's creativity. The system selects appropriate sounds/music according to, eg: combination of user's "pi", product idea (such as idea's "pi"), what user has stated they prefer, the type of product they are working on can generate applicable sound variations (car invention will hear car and or wheel sounds according to the feature and or direction in which user wants or needs or can go in their thinking and or branching around in software.
6a1: user hears consumers using, speaking about, asking questions about at store, and others selling the basic ideas or creative shell ideas.
6b. -"Synth"
7. "Balancer"; (sounds appear to only come from certain parts of room and toggles back and forth to create all types of interesting and or unusual sound effects, e.g.: sounds toggle from left to right every 3 seconds for 30 seconds; this slight disorientation in listener can unlock their creativity); different buyers/users/etc can each be heard on an one of more than four speakers.
8. "distancer": helps replicate real life experiences in using product
8a. each feature of distancer can have "display", "cart", "uk", "fd-hdd", "remote", "air pad", "microphone", "synth", "speaker". User with help of 3 computer ("C") programs distancer's functions so that it helps replicate many functions of desired product ideas. Eg: the "portable" distancer can be programmed to be the following products, plus other products from this inventor's patent filings too: 3a-281a morning code alarm clock; 3a-580 remote ("R") control; 3a-630 sound analyzer; 5a-310 world clock; a6-010 musical necklace; 3a-790 magic air pen.
8b: (3 computer ("C") and its parts) will via transmissions provide other signals to help "distancer" to function somewhat like the desired product.
8c: system's pp and mp allow such programming

Additional Diagrams

#1: notifier / access ~ air pad = cart~date~c (computer)~display =

-One or more functions for each product number can be programmed by user.

-Functions can first be visualized/experienced by user/targeted *parties on central computer's "display", "printer", *"vr", "osc", *"character". And altered (to suit preferences) via: uip, pp, mp.

-Central computer's role in each product number.

-Electronic: Over 98.5% of the inventions are electronic [or have potential electronic versions]. Remaining *1.5% can be discarded from "Creator's" uses. Those products not fitting with "Adaptive Design" have their individual advantages. All products can be toyed with on "Creator's" central computer.

-Simultaneous operation: "Adaptive Design" can control 100 or more different product numbers simultaneously via ^: its separate ports (wire/wireless) (one or more ports for each invention). Central computer has optional multiple work stations (for visualizing / then getting product numbers operational).

-Software: Each product number is controlled via and has the benefits of software via: central computer's software (CAD, author language), mp, pp, cart.
--Cartridges (from Creator/manufacturer) create completely different applications from same hardware. Just insert cartridge (into product number/ *central computer) and follow the (easy) steps / system is operational soon thereafter automatically (cart may turn product number/system on according to mp/pp/uip).
*-Product numbers can be made waterproof/float, e.g. for use in pool, bath, shower, beach, lake, picnics, voyages. E.g.: product fits into a waterproof box with: view to see display; sealed openings for keyboard, speaker, etc.
*-"OSC": Makes sounds according to programming, such as to: please user, alert him to malfunctions in assembled product, give the status of an operation - such as two beeps means designated function was completed satisfactorily. E.g., see parts: "notifier", "score", "osc".
*-See "Entertainment": Product numbers are in their degree entertaining (for user, parties effected by device)
-"Educational". E.g.: learn electronics; software; invention process (CAD, assembly instructions); increases creativity (gives ideas for related/new products); puts what one learns (via central computer's software. assembly) into practice; central computer allows for tutorials;
-Security: "access" (restricts usage to all or limited applications (on a user by user basis (uip, "access" code))).
-User can select and or develop many product characteristics, e.g., one or more of the following: size, casing design, color.
-Manufacturing costs: Due to the similarities of parts, total hardware, and type applications, there are savings on cost of producing same/related parts and or products for each invention. Software costs for all products are reduced as well.
-Boosts sales
-Market testing
-Interfacing: Unique possibilities for user
-Mobility: Portability of product numbers ("R" [remote control]) / User need not be tied down to product number ("speech")
-Same/related hardware for multiple uses. Many of the same parts are used (though their applications differ).

--For simplification, "Adaptive Design" and or product numbers can be designated into different hardware systems, each designated for particular product numbers. Each area of applications can have one or more "Adaptive Design" systems.
--Separating "Adaptive Design" into separate (sub-) systems. E.g.: different "creators" for applications in: audio (input/output); desk use; user's mobility; indoor/outdoor use; non-mobility; security (sensing via audio/visual/vibration/ "access" /alterations in uip); etc. Each product number can have all or some of its applications/functions handled via one or more (sub-) system(s).
--Each product number / feature can also be completely separate from the other inventions.
-Product number tailors itself to user's ^: needs/behavior/desires/situation, via^: uip, pp, *mp.

Notes On Common Aspects:

Due to the branching (see "Introduction to Product Descriptions" paper) each part has the option of being connected to each product number in multiple ways. The diagrams for complex potential wiring between parts are in the application. Applications for each part are described in the product number's central description or in one of its branches; and or determined by: the user / *target parties (via^: "creator's" central computer; and or mp/pp/cart which are in the product number's separate hardware and or in "creator's" central computer.

CONCLUDES TODAY'S INTRODUCTION TO UNITY SECTION

File: Claims / UIP All

SECTION ON INVENTION ADAPTING TO CHANGING NEEDS

User Information Programming. Independent & Dependent Claims.

Sections Of This File: 1. Introduction. 2. System Can Get Harder as User Learns. 3. Links. 4. Patents & Our Improvements. 5. System Thinks Like An Inventor Getting Solutions.

What is UIP ™? It collects and or receives data/input about both the situation and a (potentially corresponding) need. Its broadly termed "analyzer" ('behavior analyzer = 'score) determines what will best meet that need. This leads to an output which includes: a 'tailored function, or product (schematic). See UIP, 1D [Unity of Invention] and other files!

Independent Claim: User Information Programming. Creates a catalog of inventions, tailored to the needs of the manufacturer's marketing analyst, users, etc.

Dependent Claims:
1] Invention creating machine.
2] Compensation: When one part doesn't work properly, then other parts handle things with UIP. See UIP-Link.
3] Links between parts.
4 - Other Dependent Claims] The functions, and numbered byproducts.
Notes on Dependent Claims] They have unique features, which also can overlap onto the other dependent claims due to the high interrelatedness of each page in this application. Database of possible functions/byproducts. For example the pet door which 'adapts to the situation.

UIP's Invention Creating Machine Claim shows:
. How a list of needs are determined, and then is correlated with a list of potential functions (inventions in the

application). Each need and potential function has its own types of scores used to match a need with an available function or idea for an invention.
-Tailors itself to a need as defined by UIP in specs
-Suggests inventions (hopefully) in at least the degree of details that are developable by (some) people skilled in the art based from a list of options spelled out in say a million pages of inventive ideas. Ideas spun out might also be designed to trigger more (related) ideas from: readers (people), or software based 'analyzing systems%.

Exclusions (What isn't covered by the User Information Programming claim):
. When there is only one type of response from the product based on what happens to it. A difference in user or most environments/situations does not effect a change in the response. Examples:
-Items comprising a single uniform material like metal or rubber that responds to pressure, heat, pulling, etc.
-Existing versions or parts of a: rubber band; hinge; stapler; thermometer (controlled devices); ball; wire; match; candle; oven; wheeled vehicles; text editing software like Microsoft's Word ® software including search and replace functions; electrical power adapters / generators.
-When a person / organism pushes something like a button, then there is a pre-programmed response like a light switch, that has a single response.
-Many other examples
-Non electronic byproducts and how they are tailored is covered, but not the non-tailorable duplicate-able byproduct itself.
-See listed patent numbers throughout, the application, and the patent numbers those applications refer to.

UIP-Link: UIP LINK = Optional ways of dealing with situation when a function isn't working correctly. See UIP-Link File.

UIP-GETS-HARDER
(Good Examples: Pet Door Paw Cleaner, 'Education Gets Harder, 'Therapy Gets Harder)

Broad Claim: User must handle requirements A then B to gain 'access. Access requirements change in time, and are 'tailored to the situation, resulting in the same/related results.
-User must meet multiple 'designated criteria in 'designated 'order & timing to achieve desired result from system.
-This is one feature of our Pet Door Paw Cleaner. It teaches pets to move their paws on mat before 'access.

Staging Of Rewards:

Examples:
-System 'Educates accessor 'interactively = rewards/'reacts by: allowing 'access, 'educating, 'guiding.
-'Guides 'Education Get Harder = as user learns. There's a gap in each lesson getting harder via: 'order & timing.
-Gain 'access to new features/functions as user learns: menu of options opens up; pet gains rewards.

Criteria for receiving reward gets harder:
-Pet: gains 'access, grooming, food.
-User (humans): 'access to
. Level of reward increases as user's learned 'education increases.
.-Exists: the better user learns how to use existing products, often the greater the benefit, e.g.: pushing down a common stapler with the right speed and pressure = results in better stapled documents; Apple, Oracle & Microsoft based software. They would be enhanced via this patent application's 'tailoring.

3C292 Magical Building Blocks: Each combination has designated results. 'Guides user to learn 'tailored skills: [re]learn to use [poor/[non]functioning] parts of human/organism brain. 'Tailor tests user to determine brain functioning 'traits = then designs 'educational program = then 'guides and rewards user.
-See 3CE file.

* 6B240 Driver Identity System: can only activate vehicle after correct actions/'sensors have been triggered. W5 travel patterns restricted by such 'access behavior.
-See part Access-BA-Auto.

6G241 GPS Tracker: like 6b240, it rewards/allows 'access to 'designated features based on: user

performance/W5 'tracked object [did not] change locations.

3E061 Motion Tutor: Requires/'Guides users [to improve their] movements, eg: the correct level of movement gains 'access. System assumes user's movements will either change or improve over time.

At first requirements can be A then B. Later it can be either: A then B then C; or B then C [then...]; or C then D; or * C then B.

USER = 'TAILOR =

ANALYZER =
ARTIST = enter artistic data
CART = 'access criteria/results from 'access
DISTANCER ™= movements 'correlated with 'access requirements.
EGH = lessons [once user achieved minimum 'score] leads to next lesson and test requiring tougher test 'score before progressing to next lesson.
EXERCISE = exercise gets harder = like 'egh/'tgh
GAME = play requirements get harder
GUIDE ™ = 'egh
ORDER & TIMING ™ =

UIP-Link

Optional ways of dealing with situation when a function isn't available.

Types of New Linking Needed When (Designated Function Not OK):
Finding Alternative Parts and/or Inventions When Any One or More of Them Is Not For Whatever Reason 'Accessible or Known.

1] Unavailable Part - Severance:
-it is not in [full] connection [due to wireless interference].
-computer virus detected via: anti-viral software program(s).
-function is fully or partially unavailable, e.g.: it's file(s) were erased or corrupted.
-function is (too) busy serving other needs [for other users].
-[central] computer has other trouble/limitations = 'accessing/connecting: a function outside a more central description of a function is not OK.
-conflict between functions: one function has dominated/interfered with another function. Software [may] need to be fixed.

2] Better Mode Found:
Finding new functions that [better] meet needs [even if all functions/aspects remain [mostly] available: Another mode/function is determined to better meet needs = then system goes via new links/functions [to better 'adapt itself].
Should portion of invention become unavailable: [Like the brain for a human or other organism] Adaptive Design can still function if almost any portions of this patent application were removed, due to the many links between its many functions. Also, 'Adaptation creates new links between available functions if part of the invention's hardware/software/peripherals damaged, functioning improperly, or not [fully] unavailable. Each function has many common functions built into it - and such functions can duplicate/transfer/copy themselves to other features [as a self-repairing/other 'adaptive mode].
-Finding/creating the alternative/new tree branching links when an applicable link or 'associated function are unavailable: 1. 'scores can be given to every possible link/[combination of] functions that can [help] satisfy a 'designated need. 2. 'route with the highest 'score [based on whatever criteria(s)] becomes the backup/default mode = and need gets met [with only temporary interruption/aberration] until new mode is determined/tested/better 'adapted (after it [re]learns needs).
-A user [person/(another) system] can request/suggest/get 'guided into determining alternative/better modes.

Figuring Out Something Is Not Working Right So Other Functions Compensate:

Topic Reworded – Determining Something Is No OK. Should any number of functions/parts be unavailable, how the remaining parts/functions can 'adapt and still provide [all/some of] the same functions. How to [Automatically] determine a [current] function/mode is [not]-ideal/inoperable. E.G.: When user: disappeared / changed their need or there's a completely new user.

-Feedback/input from user / 'analyzer, e.g.:

--A problem might be suggested when a user (chooses to) deactivate a function via 'remote control and or changes from a function. Cause of this could be the function didn't apply well enough, didn't apply at all, or wasn't working. [Each] such avoidance of a function is [also] used for creating the 'score.

-Signals sent to/from [central] and function - to [help] determine its state of functioning based on whatever criteria, e.g.: how useful it is/was based on popularity of usage = which affects its 'score.

--Central Computer sends = signals to [peripheral] part/function = 'seeking [and asking for] = 'score [how well function is operating = then 'analyzer 'reacts by [keeping mode/function and or altering the mode, and or 'seeking a new function by creating a new link] = then verifying if the new link/function achieves a [better] 'score.

--Function [continually] does self checks: like how existing software programs check/fix their software issues; have level of Kilobytes per folder and their files remained [constant / adjusted as expected due to past occurrences – 'order & timing]; function compares itself with the same/similar functions elsewhere in the same/different unified invention.

-Chosen invention sends signals to 'analyzer giving 'status of its function(s) / ability to 'adapt.

-Fact(s) that other function(s) stepped in, or something suggesting such, can indicate something isn't alright.

-If one function isn't working properly, another function might catch the problem – because they might not normally be doing something if the questionable function acted OK.

--'tracking might imply/state that 'access isn't working when: 'access permits entry to entity, but the 'tracked behavior of that entity does not match expected behavior for that user – such as a bank teller seeking 'access to a bank's foreign currency holdings available for withdrawal by clients not connected to that teller's password.

-Multiple functions address similar issue – but one function isn't matching up to the other functions. Info from other functions [with similar goals] [suggests] that a function(s) isn't OK, because it doesn't [come close to] matching the info from the other functions. E.G.: a 'visual analyzer shows a truck speeding through a red light, but the 'sound analyzer hears a truck stopping at the same time via its 'time date stamp.

DETERMINING A FEATURE(S) ISN'T IDEAL:

[Parts Section #1]: U = Applicable Functions Of Invention [1. Gets poor feedback. 2. One or more of the following inventions/parts signals to the 'analyzer = that the 'designated mode's 'status in meeting [previously selected] [minimum] 'score has changed (for the worse)] ~ 'C (CPU) / 'Analyzer =

[Parts Section #2] – How 'Analyzer Determines Something Isn't Ideal: ACCESS (Security Control)[not granted (despite repeated attempts to gain entry by same user) (who otherwise [from other 'scores] seems legitimate)] // BA (Behavior Analyzer) [user isn't (as) happy] // EDIT [mode of 'editing causes a poor 'reaction] // EDUCATIONAL [user's 'score [school grade] not getting better [fast enough]] // MULTI-USER [system works for one user but not as well for other] // NOTIFIER [is activated when it wasn't needed (because user/system/'score for other function doesn't give a high 'score of needed 'notification, eg: user inputted the 'notification was a false alarm] // OSC [got bad 'score] // PS-ZONE ['predicted behavior/function in a 'zone doesn't match ideal/past actions/'reactions/'scores] // QUESTIONING [types of questions received 'score that there's a technical problem [but probably not an 'access or other (quantifiable) topic based on the theme of the ['order & timing of the] questions] // R (Remote Control) [used from non-typical locations because old locations had worse connectibility (due to interference or function at that 'zone might not be operating properly] // ROUTER [alternative routing is given/suggested] // SA (Sound Analyzer/Sound Recognizer) [sounds don't match 'predicted profiles] // SCORE [drops] // SEEKS & REACTS ['seeking doesn't result in 'designated/historic/'predicted 'reactions] // SENSOR [multiple 'sensors (in same 'zone) give conflicting info/status] // TDS [doesn't match what's 'predicted] // T (Telephony) [connections aren't achievable or go to non 'predicted points/inventions] // TRACK [lost (full) tracking of user/function, and or behavior of tracked element changed (out of range)] // VA (Visual Analyzer/Visual Recognizer)/SA [the range picked up 'scores with (likely) malfunction so SA/VA needs to get feedback from other function ['predictor]/(the) user (by asking her a question(s) like: 1. Is system functioning properly? 2. What 'score(s) would you (user) give the 'designated function(s). 3. Ask questions / give 'guidance that doesn't directly ask user to 'score the function, but by inference (may) determine a malfunction is occurring – eg: user couldn't provide (proper) answer/feedback about something they should/could have known had system functioned properly] // WA (Walk About) [].

* Sections 1 and 2 interact.

Sub-Parts of UIP-Link:

Compensate =
Another function takes over for the failings of a non OK function. Part or all of the non-OK function can be compensated = to achieve a higher 'score for 'adaptation.

Function Not OK =
Function is not connected; fully or partially malfunctioning = and the not OK function might need to be deactivated / 'tracked for aberrant behavior [ba].

Licensing =
When a feature isn't or can't be licensed, then the system can operate as if it were somehow inactive. Discover what other links lead to alternative 'adaptable features.
. (Potential) Licensee: finds ways to reduce royalty payments by restricting themselves to 'designated resources, even when related features in the unity of this invention exist.
. (Potential) Licensor: discover how [potential] licensees can find ways to pay fewer royalties, and/or infringe upon another's intellectual property rights. Then possibly block 'access to such alternative routes [by which the same feature and essentially similar invention could be constructed and/or offered].
. Anti Hacking method.
. Patent searching tool for patentability: Explore [all] the variations comprising a unity of invention.
. Inventions are 'licensed based on ['W5 something is adapted].
. A speedy license agreement is 'tailored ('edited) for the licensee, using the form agreement.

Remnants =
-(Each) function/invention can have remnants of itself in the other functions (limited to how we have links shown). When one aspect of a function is not working OK, then its remnants elsewhere in the system can [help] cover for what's missing/not OK.
-Each [main] part is 'correlated with every other part = resulting in the correlation/creation of a sub-part [file] in each such part. Just because a feature is not working correctly, doesn't mean all its sub-parts [located in other parts] aren't OK = especially if [anti-viral/hacking/corruption] software programs are properly executed.
-Remnants from less related remnants can compensate. Remnants in [less] directly-connected / spelled out functions can compensate: If function "A" isn't OK, then:
--Option 1: remnants of functions "B" found in functions "C through Z": can compensate function "A". Etc.
--Option 2: Wider Abilities: remnants of functions "A" / "C" found in functions "D through Z" can help/compensate "B" (partly not OK) = so "B" can better compensate function "A". Wider options based on pattern shown from option 1 to 2.
--Option 3: step 1: function "D" remnants inside even, remnants of "E" = which are both in "F" = can compensate function G or [A to Z]". Diagram: f [e (d)] = compensate = g. Step 2: G / H remnants in G = compensates A. Step 3: A [helps] compensate A in above options 1 & 2. Etc.
--Options 1, 2, 3 and so forth offer even broader options, via unlimited possibilities within the parameters of the parts and presence of links. JUST FOLLOW THE LINKS - To See The Available Forms of [backup] compensations.

Synergy =
There's a synergy from having multiple functions/inventions, in that alternative ones can fill in when another one isn't OK. The more functions connected the greater the synergy in: backup strength, 'adaptation. Just another reason why all exemplified functions (invention numbers and parts) listed are important in this application.

EXAMPLES IN SPECIFIC PARTS:
Shows how it's determined a part isn't OK, then how to compensate.
U / Another Function = This N Sys [1. Determining Function's Not OK. 2. Compensation(s) - Solving Problem By 'Rerouting To Other Function(s)] ~ C =

ACCESS [determining what's not OK] =
|Parts Section #1|: U = 'Access =
|Parts Section #2 – Access maybe shouldn't have been granted earlier as evidenced by aberrant occurrences: actions of past (correct) and current (illegitimate) users don't match (per 'BA) as in actions

in following parts. 'Access has sub-parts/remnants for all/portion of itself in each (main) part. This determines what's not OK about the 'access part; then can compensate by 'analyzing/'tracking user via the other functions (and or access's remnants inside the other parts). Then 'access' compensation can do what 'access normally would do: convert user to higher alert, limit or deny all access, etc.|: ARTIST [user's style doesn't match behavior [ba] of correct accessor] // CART [cart is/is-connected to another function/user] // EDIT [] // EDUCATIONAL [user appears to know too much or too little or some of each in different subject areas] // MULTI-USER [interchange between multi-users] // NOTIFIER [current accessor triggers notifier too much; or user altered W5 'notifier could function] // PS-ZONE [user rarely goes to a 'zone] // QUESTIONING [] // R (Remote Control) [] // ROUTER [] // SA (Sound Analyzer/Sound Recognizer) // SCORE [] // SEEKS & REACTS [] // SENSOR [] // TDS [] // T (Telephony) [] // TRACK [] // UIP (User Info Programming) [] // VA (Visual Analyzer/Visual Recognizer) [] // WA (Walk About) [W5 it is used (as 'tracked)].

* Sections 1 and 2 can interact.

ANALYZER =

OTD: [Parts Section #1]: U = Part [] ~ 'C (CPU) =

[Parts Section #2]: ACCESS (Security Control)[shuts out access (to user); locates villain who made 'analyzer (and uses this info to fix/compensate [main] access] // CART [insert a new/similar 'analyzer file/sw] // EDUCATIONAL [lessons are given in chronological order, from where left off without the 'egh option. 'Educ teaches system how to fix/reprogram 'analyzer] // MULTI-USER ['analyzer that works for one user [1], can compensate [copied over] the aberrant 'analyzer for user [2] = [then [2's] 'tailor 'adapts 2's 'analyzer for #2 user] // NOTIFIER ['access takes over] // PR (Programming) [] // PS-ZONE [] // QUESTIONING [] // R (Remote Control) [] // ROUTER [element is 'scored = then 'tracked = 'seek will 'react by 'routing element based on 'react's parameters] // SCORE ['access given to elements with proper 'scores] // SEEKS & REACTS [automated responses with less 'analysis (like in non human animals)] // SENSOR [sensed situation occurs [at 'tracked tds] = creates a 'score = then 'correlator connects info with applicable function = which is controlled automatically by 'seeks & reacts] // T (Telephony) [system connects to other functions/systems to determine if something is not OK / compensate] // UIP (User Info Programming) ['adaptation occurs automatically without 'analysis].

ARTIST =

OTD: [Parts Section #1]: U = Part ['Artist / 'Edit – (Semi)-Creative Thinking relies on following parts] ~ 'C (CPU) =

[Parts Section #2]: ACCESS (Security Control)[user taken to zones where access allows] // // ANALYZER [] // BA (Behavior Analyzer) [] // CART [] // EDIT [] // EDUCATIONAL [] // MULTI-USER [] // NOTIFIER [] // PS-ZONE [] // QUESTIONING [] //ROUTER [] // SA // SCORE [] // SEEKS & REACTS [] // SENSOR [] // TDS [] // T [] // TRACK [] // TAILOR [] // VA [] // WA [].

BEHAVIOR ANALYZER = 'tailor = 'tracking / 'score.

OTD: [Parts Section #1]: U = Part ['behavior analyzer] ~ 'C (CPU) / [relies on 'database remnants in:] =

[Parts Section #2]: ACCESS (Security Control)[offer 'tailored features based on 'access' permission] // ANALYZER [u = 'track/'multi-user (rely on database of that user)] // CART [one of the functions or invention numbers in cartridge form] // EDIT [] // EDUCATIONAL [] // MULTI-USER [] // NOTIFIER [] // PS-ZONE [] // QUESTIONING [] //ROUTER [] // SA // SCORE [] // SEEKS & REACTS [] // SENSOR [] // TDS [] // T (Telephony) [] // TRACK [] // TAILOR [] // VA [] // WA [].

U (User) = Part ['behavior analyzer] ~ 'C (CPU) relies on 'database remnants in =

. UIP-Gets-Harder = 'egh / 'tgh.

BALANCER = 'ps = 'osc

BILL / BILLING = 'tracking/'score/'database

CAMERA = 'visual analyzer = ['tracking]

CARTRIDGE = any of our functions / inventions' electronic aspects can be connected to the united system like a cartridge. Different functions and inventions [with corresponding features] can be plugged in as a replacement [though may not be a full compensation – better than not having this option].

-'tel connection = with another system / 'sw / function that compensates for the cartridge.

CHARACTER * = 'tailor / 'ba make up a 'character

CLAP = 'sound analyzer = 'remote control = device being controlled

COMPOSITION (of sounds) = 'microphone / 'keyboard = 'synthesizer / 'edit = 'computer = 'osc / database stores music – and offers template audio pieces that can be 'synthesized.

COORDINATOR = 'analyzer.
U (User) / System = UIP / controls function / 'transfer of signals output based on what's 'predicted [as a need] [completely compensates] =
. UIP-DB = based on how 'database elements are 'scored
. UIP-Guide = draws upon: 'ba / 'questioning / 'seek & react

DATA BASE = ['remnant] data stored with other function(s) can replace/help data in another database.

DISTANCER = 'positioning system, 'tracker ['order & timing]

EDIT = 'tailor the text; artist-edit.

EDUCATION = 'tailor = 'guide. 'Access appropriate files. 'Analyzer / 'Behavior Analyzer determines what needs to be taught. 'EGH. Answers to 'Questions = 'Guide / 'Analyzer / 'Tailor.

ENTERTAINMENT = 'tailor

EXERCISE = 'guide 'adapts the 'educational program to user. It 'coordinates info from other parts.

GAME % = 'tailored 'guidance offers: 'egh, 'tgh, 'artistic 'entertainment.

GUIDE = 'tailoring the 'educational process.

INTERACTIVE = system 'adapts to the needed situation via: 'multi-media, 'entertainment, 'order & timing for how it functions; 'predicting; 'analyzer determining what is needed w5 and in what 'order and timing.

K (Control via keys) = 'Remote control; 'tilt. 'tailor determines user's needs without user needing to key in their interests. Creating 'artist related 'images as form of communication – each 'image user creates or clicks on = represents a different string of [hyperlinked / active] terms/buttons.

LOCATOR = Ways to locate an item:
1] 'Clap your hand and [wireless] device's 'osc will sound.
2] GPS; PD'; 'distancer
3] 'Sound analyzer determines where the sound is coming/came from, its change in location and speed.
4] 'Notifier alerts [when device needs to be notified about something].
5] W5 [mobile] device is in/out of 'zones.
6] 'tracking
7] * source of 'vibration

MIC = 'visual analyzer to sound converter part.

MODEM = 'Tel

MORNING = 'ba 'adapts to user's need by 'analyzing w5 user needs to be woken = then the 'time date stamp signals the = 'notifier.

MOTION SOUNDER = 'vibration analyzer = 'osc

MULTI-USER * = Different user determined via = 'access [password] / 'ba / how something is requested to be

'tailored by user or system.

MM / MULTIMEDIA = 'analyzer 'coordinates how the following function = 'artist ['image alteration] / 'edit / 'composer / 'synthesizer / 'osc.

NOTIFIER = 'access / 'score / 'ba / 'sensor = are 'analyzed for shift in desired functioning of parameters [based on what's stored in database] = system 'seeks such shifts = and 'reacts by = an 'osc.

ORDER & TIMING = system 'correlates what has/is/will be needed by its = 'time date stamp / 'score = 'reacts.

OSC (Outgoing Sound Communicator) = Audio signals to 'speakers replaceable via = 'seek & react.
. When Audio Signal portion of 'OSC needs compensation: **OTD: [Parts Section #1]**: U = Part ['OSC] ~ 'C (CPU) [limits / alters what audio signals are allowed]=
[Parts Section #2]: ACCESS // ANALYZER [] // BA (Behavior Analyzer) [] EDIT or 'COMPOSER // EDUCATION GETS HARDER / TGH [] // MULTI-USER [] // NOTIFIER [only high 'scored items activate 'speakers] // PS-ZONE [only certain locations can send/receive audio (signals)] // QUESTIONING [] // SA ['analyzes the sound in the audio signal before allowing it to compensate] // SCORE ['scores the audio signals] // SEEKS & REACTS [to 'designated audio signals] // T (Telephony) [censors what signals can be 'transmitted] // TRACK [only (un)tracked sound signals are transmittable] // TAILOR ['analyzer controls what audio signals are broadcast W5].
. When 'Speakers of 'OSC are not OK: System sends [compensated] audio signal to: 'vibrational mode that might be audible [to humans/pets]; vibration used to communicate via signals that are felt; 'speakers from other parts of the same/different system; text info = connected to audio signal can be broadcast / sent to 'screens; lights flash ['notifying target user to: read their email / 'screen. Communicated via sending out smells.

PD (Positioning Device, GPS) = Compensated by [non GPS] features of: 'Distancers / 'Locators / 'Tracking. They follow / identify locations.

TRACKER =
when certain 'tracking [sub]-parts / functions are unavailable [eg: 'sensor/''visual analyzer/'ba/'education] a [bad] person can still be identified / 'tracked via one or more of the following:
1. System notes that user has made improper/questionable 'access [spent too much time in highly protected topics/'zones] = which is determined by 'scoring = the occurrence is then 'analyzed and system determines to continue 'tracking / deny [full] 'access. 2. The pattern by which person is [getting] 'routed = results in 'reactions [functions for which are likely to trigger the 'notifier / 'tds determines there's a lack of timely payment] = then system 'reacts by further 'tracking / 'routing person to another topic/'zone [that has less/pseudo confidential information] [so person won't know they are being 'tracked] then info is fed to the police/government courts [for prosecution].
-Loss of essential functions of [software based] 'adaptation functions would be one of the greatest detriments but would not stop all functioning.

Compensation relies on ['remnant files] in other functions based on: their 'database / what is 'predicted [as a current or future need by (user)] / [automated – 'order & timing / 'seek & react] / 'edits [censors] what [audio] signals are allowed.

Concludes UIP-Link Section

STAGES IN GIVING REWARDS:

Examples:
-System 'Educates accessor 'interactively = rewards/'reacts by: allowing 'access, 'educating, 'guiding.
-'Guide's 'Education Get Harder = as user learns. There's a gap in each lesson getting harder via: 'order & timing.
-Gain 'access to new features/functions as user learns: menu of options opens up; pet gains rewards.

Criteria for getting reward gets harder:
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-User (humans): 'access to
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.-Exists: the better user learns how to use existing products, often the greater the benefit, e.g.: pushing down a

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For Techies: At first requirements can be A then B. Later it can be either: A then B then C; or B then C [then...]; or C then D; or * C then B.

USER = 'TAILOR =

ANALYZER =
ARTIST = enter artistic data
CART = 'access criteria / results from 'access
DISTANCER ™= movements 'correlated with 'access requirements.
EGH = lessons [once user achieved minimum 'score] leads to next lesson and test requiring tougher test 'score before progressing to next lesson.
EXERCISE = exercise gets harder = like 'egh / 'tgh
GAME = play requirements get harder
GUIDE ™ = 'egh

ADAPTED MENU To Interact With Pat Application's System:
. Drawing 06-12-19A Covers Steps In Structure Of Links Between Features & Inventions:
1 User = 2 Software Menu (Home Page) = 3 Hyperlinks adapted to user = 4 What User 'seeks / 'experiences / gets / 'licenses (for their use) / technological applications.
. Explanations on above drawing:
-1: User can be (potential 'licensee, patent examiner, consumer, other 'accessor).
-2: (Limited) 'access given via user's 'mainframe computer / website / invention's point of 'access.
-3: User and or system adapts ('edits) information that is available in section 4.
-4: Alternatives Available Include:
--Adapted or generic features -> more adapted features for = user
--Any other (sub) feature(s) in our invention disclosures (for the specific application sought), e.g. any of its or a related feature's keywords
---The closer the 'association the higher on a menu can it show up / be available for use.
--Type of technology, product category, (international) patent classification code
--Drawings. (Real life) 'images (of it being used).
--(Available) 'licenses
--Status Options: what's available for license; type of engineers/engineering needed to make a real life (fully tested) model; 'predictions (market size, typical user 'behavior profile (for San Francisco or Tokyo market); related existing products (their prices); ethical 'score for companies licensing our or related inventions.
--Intellectual Property 'Status: number of direct and less direct links to/from a (sub) feature or invention requested by user; infringement issues and or law suites for (in)directly related inventions and (ethical 'score of potential infringer plus ('guide's suggestion for deserved retaliation for their bad behavior – with or without economic gain to the infringed party)); legal opinions.
--Much more.

Later read the detailed Adaptive Folder, e.g. Its file on how system comes up with the invention ideas in this application. For an updated list of inventions visit www.LicenseItToday.com

File: Claims / Door Access / Door Access Claims

File: Claims / Door Access / Door Access

Door Access Cleaner

Invention gets pets to clean their own paws. Unique device reduces dirt tracked in by pets. Pets are guided' to clean their paws. Pets walk on the brushy floor mat while waiting to gain entrance through our electronic pet door.

Dirt is removed from their paws while waiting for the door to eventually open automatically.
Pets and people will always need pet doors with the best known cleaning option available, and this is it! For extra measure, the system has the option of beeping the owner just before pet enters, so their paws can be checked.

TRAINING [PET]:
-Initially installed without [major] 'access restrictions. [Can] 'educate how 'access is made. Animals quickly learn and remember points of 'access.
-As the pet becomes accustomed to their new pet door, encumbrances increase via ['order and timing]. The required [waiting time] [increases]. The longer the pet waits frantically, the more they step around and remove the dirt from their paws.
-Line up/install more [cleaning] encumbrances over time.

BENEFITS: [Pets] learn to better clean themselves like humans.
-Invention more than pays for itself.
-Save costs on carpet cleaning and replacement.
-Decreases the likelihood of urine and feces being found on carpet during pet's childhood and in old age [as pets can't wait as long during such times to relieve themselves].
-Saves [human] productivity.
-More people will rely on pet doors, including those using designs dating back thousands of years – a flap over a hole in the wall or door.
-Happier pets and owners.
-Health: [pets don't freeze in cold outside, and reduction in uninvited [animals]]. Less back breaking work for people to manually clean pet paws – resulting in less [back] injuries.
-Safety: less mud [for humans] to slip onto on shiny floors.
-Dirt is what keeps people from getting [more] pets. Easier for people to risk adopting additional pets as the pet door reduces the risks of pets relieving themselves indoors.
-Huge niche world market, especially in wealthier countries.

CLEANING SIDES OF PET*:
-Pets are induced to brushing or rolling themselves against (standing/flat) objects that will remove unwanted elements: dirt, hair, insects, etc. This feature is less central to the main concept of removing foot dirt.
-Teaching Pet: Owner can teach pets that the door opens faster when the animal brushes themselves. Pet food treats can also be given for learning any feature.

TIMER:
-System knows pet's presence on/near the mat/door via:
1. laser beam(s) which need to be broken (continuously or certain percentage of time during the waiting period); or 2. timing device that goes on upon initial nearby contact w/ door via laser/collar transmitter.
-Maximum number of access times (coming indoors) can be set, to reduce traffic.

PET WAITS (For Alerted Owner):
-(Series of beeps) alerts owner (in stages) that pet has/will probably (BA) enter. Enables owner to check (for dirt) if owner elects.
-Cage waiting area (past access' point) can:

1. reduce dirt in cage area (like pre-entry area, or via other means), such as when raining; 2. give (more) time for owner to come; 3. allow pet indoor entry, without coming inside until owner opens the inside gate.

BROADEN-ABLE TERMS:

-Pet: Any moving organism, from microscopic (amoebas to humans, or animals studied/induced (for zoological studies or agriculture). % Includes pet clothing, shoes. Dogs, cats, (pet/raised) pigs birds/poultry cattle sheep goats (fixed skunks) gerbils hamsters.
-Door: 'access.
-Inducing (pet): they (help be involved in) dirt removal process/system; (not gain) access, or redirect to other location/access.
-Dirt: debris on or near paws, or between toes; anything on or near pet (fleas, vegetable matter (seeds w/ stickers) on fur, ticks, dander, dandruff, (shedding hair/skin).
-(Pet) Collar: gives access. (Embedded) pet ID.
-BA: connects UIP (of pet or master)= w pet's (behavior / needs of pet/owner)
-Access (points): home, stables, cages, any (artificial) boundary in/outdoors. Threshold.
-Sensors: (paw) dirt level, pet location/ba, pet's (changing) distance from: access point; owner's location in/out [home], [hence required 'notification/access permission may differ].
-Cleaning Elements: doormats and other bristly or combing related devices. The stiffness and length of bristles and combing teeth can match the animal breed, size, (willing) behavior of pet, how dirty the terrain is, etc.

Other actions pets are encouraged into:
-Not to bark/meow while waiting. Sound Analyzer' will deactivate or stall the opener upon hearing such sounds. For example, the door may not open for a set time period after any pet noises or other nuisances (regardless of whether other pet behavior parameters have been met).
-% pet learns new tricks: sensor is attached to determine how pet has acted (w5).

Issues:
-No cleaning device may be perfect but this one is maybe by far the best.

OTHER CONNECTABLE PRODUCTS:
-might connect this device with other products to remove unwanted elements, eg: vacuum pet door (= which follows this invention in chain of entry events).
-create a housing over/around the mat helping to force the pet to stay put (on mat).
-[Fitted] doormats/brushes/etc designed for specific invention [grips the replaceable/cleanable] [brush like] cleaning device.

REDUCES DISEASE caught via: transfers between in/outdoor, zones. Dirty farm animals coming into proximity of poor farmers in undeveloped areas, eg: southeast Asia.

MAT / SENSOR TYPES:
-Placed (vertically): pet induced (via imbedded sensors / laser sensors) to scratch paws/body to trigger access.
-The mat is neither too bristly to keep the pet from standing on it, nor too weak to not remove a level of dirt. Replaceable (fit in) mat differs based on type dogs, terrain (sand, mud or vegetable matter issues), weather (rainy).
-Dirt level.
-Also: 'visual analyzer, smell 'analyzer: they 'seek & 'react to [dirt on entity (feet/tires)]

[BIRD / INSECT] EXCREMENT CATCHER:
Bird Gate: Teaches birds to poop before they fly inside the person's home.
-Cage is where bird gets their food, water, toys, etc.
-Bird bowel (BM) movement is the main problem with enjoying pet birds.
-Sensor' determines BM occurred. Then the gate opens automatically. Gate only closes (slowly and gently) after the movement sensor' determines the bird has come back inside.
-BM Sensor can be triggered by:

1. Bird BM smell analyzer.
2. Bird must have BM over any or part of bird floor cage. Sensor determines BM via, A. (greater) vibration (than the norm) from the BM drop. B. presence of any portion/element of BM triggering sensor, e.g.

dampness.

BIRD GATE CONSTRUCTION:
. General:
-Careful not to hurt or close upon bird.
-Perches placed on both sides of door. Bird then pushes the (non heavy) door or curtain to gain entry. The gateway becomes stiffer or less movable when in "closed mode".
-Bird Foyer with two doors. Cage design doesn't encourage pet to enter foyer or doorway except when the gateway is (visibly) open(able).
. Bird Encouraged Not to Remain Outside Cage Too Long (before they have the next BM):
-Minimal food is (automatically) given at a time, so bird needs to get back inside to feed often.
. Keeping out other [birds/insects/creatures]:
-Designated' birds wear tiny transponder on foot, only allowing their access'
-Useful for having birds which live outside too.

BASIC DIAGRAM: pet (paws) = floor (bristled carpet) = "access" (pet's collar) triggers tds = after designated time pet waits (on mat) = door opens (allowing pet inside).

FIGURATIVE DRAWING (TECHNICAL DIAGRAM):
User ('pet) = This N Sys [pet door opener] ~ C = ACCESS [pet collar designates user; each user's different (RF emitted) password allows differing access, eg: dirtier pets must wait longer (even if a cleaner pet w/ access is also waiting; entrance/*exiting prohibited at certain times: when raining; humans wish to be left alone (while having a party))] // ANALYZER [] // BA [times pets i.e. coming thru door] // CART [attached to collar; emits scent (to attract/repel bugs/other dogs)] // EDUC [teaches pet to wait by door; TGH teaching pets to wait longer] // MULTI-USER [each human/pet have different access, and control features, eg: Mary wants dogs in house during afternoon, while Bob (if he's home and his RF shows he's home) wants them outside; so once pets, leave they can't come back inside during designated times.] // NR [when pet/human is in/outside notifying the pet/user] // PR [] // PS-Zone [existing invention Steve Kays conceived before another manufactured it: pet stays within designated bounds (based on where underground wire transmits signal to dog's collar, mildly shocking them until they know not to cross the line.] // Q [u asks system to track' pet behavior and is told how/when/W5 pet behaved/went thru door] // R [user controls door opening remotely – this is easily a stand alone feature] // SCORE [] // SEEKS & REACTS [seeks certain pet behavior; then allows them access'] // SENSOR [motion detector needs to be activated for designated time (TDS), minimizing chance pet will sit and wait] // SOUND ANALYZER [recognizes pet's noise (bark, meow, chirp) which may also be needed to gain access; keeping out unwanted pets] // TDS [] // T [user can monitor remotely how pet is doing; and how they were tracked'] // TRACK [] // UIP [manner of pet access given based on user preferences] // VISUAL ANALYZER [shows (which) pet needs access; and if they moved and in what manner] // WA [portable dog door (for when visiting (grandmother's house)].

MORE STEPS:
Additional stages/aspects [to access process] might be added on/made more difficult, in stages as [pet learns/becomes accustomed] / [additional cleaning needed]. Can attach on other [previously patented] cleaning/'access restriction device(s).

OTHER ENTITIES SEEKING 'ACCESS:
. Clean Mobile Devices [vehicles]: [Tires / body] are/must be cleaned before 'access. Reduces contamination spread. 'Environmental Protection. Steps might include: 1. going through 'designated [car wash] steps; 2. ['visual] 'sensor 'seeking dirt/discoloration; 3. Continued cleaning 'reacts to earlier step's [dirt 'analysis], then 'guides/'predicts for additional needed cleaning steps. 4. Same/different cleaning process [with different cleaning agents 'designated for type [dirt] issue found.
. Work clothing / Space suits / other material or casing surround [humans / animals / robots / mobile devices. The wearer/possessor of protective material needs to initiate / handle steps [on their own] [with 'guidance].
. Items coming down [factory] conveyor. Patentable variation?

REFERENCES:

http://boards.hgtv.com/eve/ubb.x/a/tpc/f/1974011632/m/2351090681/r/8791031681 - 8791031681I built a "deck" made of stone dusk and pavers outside the dog door so that the dogs walked across that before they got into the house. I then had a variety of rugs that they walked over before they made their way upstairs. Very little mud made it upstairs. In this house

US PAT 5,546,895 Grooming brush *pet door*
A pet door consisting of an opening filled by the bristles of a brush or brushes. An animal moves through the opening by pushing aside the flexible bristles, which reliably and quietly reseal the opening after the animal passes. Moving through the brushes is as natural to an animal as moving through tall grass or underbrush. The brushes perform a grooming function by removing dirt and debris from the animal's coat as it enters. The brushes have high insulating value due to the volume of air trapped among the bristles.

http://www.halfbakery.com/idea/Vacuuming_20Pet_20DoorA ring-vacuum that goes around the pet's door. For dogs or cats: A ring shaped vacuum cleaner attachment mounts around the pet's door to the house. When the pet sticks its head in the door, the vacuum is automatically triggered, and the pet is swept of any dirt and fleas as it wriggles through. Sure, it will scare them at first...

WEAK COMPETITION:
-Dirt Trapper: A cotton floor that absorbs water, dirt and mud from dog paws to help keep your floors clean. Non-skid latex backing keeps it stable on most surfaces. Price $24.95 – $74.95 www.plowhearth.com 800-494-7544

KEY WORD SEARCH Ideas Include:
-track, dirt, mud, paw(s), clean(s), cleaner, blow [warm] air
-(door) mat, bristles, comb, rake
-*animal(s), *rug, *carpet, fur, "(dirt) sticks to"
-wait(s), waiting, (in)patient, patience, electronic
-pet(s), door, petdoor, doormat, automatic(ally)
-More Parts: movement (sensor), RFID, collar

PET DOOR ADDITIONS FOLLOW (PROBABLY FROM 2006).

Limited Doorway Access: Invention gets [pets] to [clean their own paws]. Unique device reduces dirt tracked in by pets. Pets are guided' to clean their paws. Pets walk on the brushy floor mat while waiting to gain entrance through our electronic pet door.

Claim is for any entity seeking 'access, whereby a pause requiring multiple non-identical steps are needed prior to granting physical entry.

[ONLY ONE] PET ACCESSES AT A TIME: Step up onto platform option: only one dog at a time. Door closes after 1st dog gets in. Prevents one dog from doing the paw cleaning and the 2nd from scooting in right behind the 1st dog and through the door.
-Multiple pet doors, with one or more collars assigned only to specific pet doors.
-Pet collar's RFID required for access. Keeps out other pets, wild animals [raccoons].

[PET] KNOWS / 'PREDICTS DOOR IS OPEN by one or more:
-sound (s)
-smell (s) of: food, inside the home
-(un)clicking of door heard by dog (s)
-door positioned in (slight) tilt position. Then door opens a bit when its released (s).
-door opens partially (so dog pushes rest of way), or opens fully.
-pushing on it
-sees it moving [in wind] or vibrating or fidgeting from mechanical device *

DOOR OPENING METHODS: slides open/closed; opens up/to side, and out at (90 degree) angle (sticking outside the house).

MISCELLANEOUS:
. Many related features in the 'Games folders, e.g.: 'access controls.
. Most dogs don't get the dirt only on their paws, they get it up a little bit higher as well. So maybe a SIMPLE two stage process or a deeper material/brush to wash paw and foot. Or (adjustable mat) whereby the mid section reaches the pet's chest,

ADJUST WAITING TIMES: The user can adjust/'edit pet's/person's waiting times for 'access for the 'designated/specific person/animal (dirtier pet / breed). Time is adjusted by 'designated occurrence, eg: big dirtier dog forced to wait and clean self on mat longer.
-Diagram: Big Dog/('game) villain (w/ low 'honesty 'score)=more dirt (mud/bad 'tracked history)=longer/shorter/altered wait/'access privileges (more / longer bristles must be past thru) . Little dog=little dirt=shorter waiting time at door. Programmed from collar/'PS to door/'access.
. Time device working w/ locking mechanism, to lock after a certain time, so that the pet may not come in/out. Pet taught to either come home before too late, or can't get in; and or that they can't go out after set time.

[WATER] CLEANING: from source of water or liquid is sprayed upon pet as requirement prior to entry. Maybe swim through water/pond/bin of water. Then maybe fan/air drier for next step, hanging (dry rags to walk thru) or other drying methods (used for any moving objects). Then maybe pet must wait [in foyer (w/ warm blowing air)] to dry [in cooler weather].

AREA AROUND DOOR RAKES THE FUR/CLEANS PAWS: Make the actual door made out of/attached to with some kind of cleaning device(s), door mats, plastic covered with cloth(or bristles) so that when the dog tries to kick/hold open the door they are cleaning their front paws. Dogs/cats can enter legs/head first.

BRISTLES: Make bristles (very soft, like toothbrush bristles). That way, even if the dog does not move around a lot, they are still getting the dirt off just by the bristles moving.

IS PET INSIDE OR OUTSIDE? 8B-010 Pet Locator: (certain products from this feature number are Not Electronic) user knows if pet is inside or out, based on whether they past through their special door or not.
-The way the door was opened, either going in or out, results in door shutting in certain manner and easily seen by owner whether they look at door from inside or outside.
-pet's collar has transmitter which shows if animal went in or out of door (based on direction in which pet's transmitter got weaker); transmitter shows what part of house or garden they are in, by owner looking on special screen;
- + owner's receiver can be used to find animal's collar transmitter. Receiver signals if owner is getting closer or farther from animal.
-useful for locating children. Animals in large zoos; nature areas; etc.
-way door was opened also can trigger electronic signal showing if animal past in or out of the doorway
-Footnote: This locality concept applies to any moving element other than pets too, eg: vehicles going in and out of a walled in zone; etc.

SENSORS: Detect dirt [on/in paws or fur]. A required 'score [for cleanliness] needed for 'access. More expensive version for smaller market niche.
-Sensors located on ground [inside] mat / sensors that need to be stepped on. Also sensors placed on [wall].
-'Sensor types include: 'visual analyzers, 'smell analyzers, 'content analyzers. While it may be difficult there's the option of 'sensors being placed on the ends of bristles / other protruding devices that [partly] fit between the paw/foot's toes/fingers/%finger nails.
.--Other safe content analyzers might see through paws ['seeking dirt], such as very bright light whereby the 'visual analyzer looks at the paws from the top.
. Training: will be more difficult. But in time pets can learn that they need to [repeat] the cleaning process to gain entry. They [may] learn that dirt they feel between toes is enough for them to keep cleaning, instead of even trying to gain 'access.
-Training device / human trainer can dispense food/biscuits outside. Pet must go through [different] types of dirt/mess to [come back] to the gate. They need to clean self to get more food from [similar] automatic dispenser indoors. As only a little is given at a time [and one exit/entry] is required between each serving, pet can keep up the process days on end [without human labor time].
-[Pets] can be trained to do other things in like process, e.g.: clean their fur. Simpler/Safe versions can apply to human children [coming in from playing outside]. 'Exercise [and solve boredom] [when recuperating from injury and [pet] doesn't wish to walk/run/fly (bird)].

-'Customization: computer read outs show owners 'W5 pets bring in less dirt based on: time of day, environment [rainy weather]. System/owner can 'adapt accordingly, e.g.: increase 'access requirements [during inclement weather]; give smaller food rewards and 'guide pet into more [self] 'education in learning to clean their paws.
-Unfavorable rewards [see our other pet inventions] can be given when: pets try 'accessing when [dirty]; they walk outside near dirty [muddy] areas.

Most Of This Section From 2005 Patent Filing. Invention Inspired By Steven's Neighbor Dog.

CONCLUDES MAIN SECTION OF [PET] DOOR DIRT CLEANERS

DOORWAY ACCESS CLAIMS
(Includes Patentable Concepts For Pet Door Paw Cleaner)

CLEANING ANYTHING THIS CAN ADAPT TO:
. Run 'software test on text to 'analyze for its contents. Should it pass this test then next test is required.
. Remove features of an invention (including those in this patent application) on an as desired/needed basis [in 'tailored fashion]. 'Edit 'seeks 'designated criteria ['scores what is needed and cost/availability of parts/resources/time/'education]. Helps simplify [aspects of (this)] invention / existing system(s).
. 'Access: omitting criteria that effects one's 'access 'score. 'Order & Tracking of 'tagged entities behavior [ba] can [alter] 'access [let in person/animal/mobile device].

FORCED WAITING FOR 'ACCESS: [Pets] are made to wait before entering the pet door.
-(Impatient) Pet Behavior Used To Get Animals To Clean Their Own Paws
-Entities are encouraged to conduct designated, activity to achieve the desired purpose (of the owner). Pets are motivated to act in designated manner to achieve their goal (gaining entry). BA triggers actions based on: pet's behavior / how designated actions are met (no entry, owner's wishes). Eg:
-Required waiting time (increases and or changes) over usage time. So pet doesn't always expect that they'll have to wait a minimum set time, the required time can deviate, (thereby inducing impatient behavior where pet may move more (removing more dirt).

KEEPING [PET] MOVING ON MAT:
System minimizes chance pets will just sit and wait, and not tramp their paws on the mat. Methods to keep pet lively:
-Sounds (of owners (coaxing pet)) = via osc/recorder/ba: BA = triggers OSC when = motion detector doesn't 'sense pet motion.
-Food [odor] released at designated stages in time/place.
-Heat / Cold (air flow/mat) (according to weather/programming).
-Alerter: master knows when pet gains access. (Owner might (manually) remove excess dirt). Animal trained (by owner/sys) to wait upon entry (designated time).

FOYER *:
-(Semi) caged waiting area between geographical zones' can be useful in isolated circumstances.
-Foyer becomes the pet's main home, from which they can go outside, or come into the main part of person's home.
-Maintain more control over pet's location, and dirt.

SENSORS:
-Required situation/result/'reaction is necessary for gaining 'access = then 'sensor gives 'access.
-'Sensors 'seek [dirt] [with an amount [not] to exceed] per 'score.
-Relies on more than 'predicted behavior to meet entry criteria.
-Weight and/or light 'sensors, e.g.: can give 'access to 'designated pets during certain times of day (based on changing day light hours).

Also See Following Feature's Central Descriptions: access, adapt, analyzer, educate, game, gps, order & timing, pd, predicts, ps, react, sensor, sa, status, tag, tailor, guide, interactive, multi-user, va, zone.

THE CLAIMS HERE ARE RELATIVELY NARROW EXAMPLES FOR THE WIDE AREA OF TECHNOLOGY WE CLAIM. IT'S LIKELY THAT A PATENT SEARCH YOU MAY BE DOING NEEDS TO DIG DEEP INTO THE BODY OF THIS PATENT APPLICATION, INSTEAD OF RELYING ON WHAT HAS BEEN CLAIMED TODAY. THIS PATENT APPLICATION IS MUCH MORE MULTI-DIMNENSIONAL IN ITS SCOPE THAN IT APPEARS ON FIRST VIEWING. WE TRY TO MAKE THE LICENSING SYSTEM A FAST, EASY AND ETHICAL PROCESS.

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DECLARATION OF NON-ESTABLISHMENT OF INTERNATIONAL SEARCH REPORT

(PCT Article 17(2)(a), Rules 13*ter*.1(c) and (d) and 39)

Applicant's or agent's file reference PCTADAPT200	**IMPORTANT DECLARATION**	Date of mailing *(day/month/year)* 21 MAR 2008
International application No. PCT/US 06/48704	International filing date *(day/month/year)* 19 December 2006 (19.12.2006)	(Earliest) Priority Date *(day/month/year)* 29 December 2005 (29.12.2005)
International Patent Classification (IPC) or both national classification and IPC IPC(8) - G06Q 30/00 (2007.01); USPC - 705/1		
Applicant LicenseItToday.Com		

This International Searching Authority hereby declares, according to Article 17(2)(a), that **no international search report will be established** on the international application for the reasons indicated below.

1. ☒ The subject matter of the international application relates to:
   - a. ☐ scientific theories
   - b. ☐ mathematical theories
   - c. ☐ plant varieties
   - d. ☐ animal varieties
   - e. ☐ essentially biological processes for the production of plants and animals, other than microbiological processes and the products of such processes
   - f. ☐ schemes, rules or methods of doing business
   - g. ☐ schemes, rules or methods of performing purely mental acts
   - h. ☐ schemes, rules or methods of playing games
   - i. ☐ methods for treatment of the human body by surgery or therapy
   - j. ☐ methods for treatment of the animal body by surgery or therapy
   - k. ☐ diagnostic methods practised on the human or animal body
   - l. ☒ mere presentations of information
   - m. ☐ computer programs for which this International Searching Authority is not equipped to search prior art
2. ☒ The failure of the following parts of the international application to comply with prescribed requirements prevents a meaningful search from being carried out:
   ☒ the description ☒ the claims ☒ the drawings
3. ☐ A meaningful search could not be carried out without the sequence listing; the applicant did not, within the prescribed time limit:
   - ☐ furnish a sequence listing on paper complying with the standard provided for in Annex C of the Administrative Instructions, and such listing was not available to the International Searching Authority in a form and manner acceptable to it.
   - ☐ furnish a sequence listing in electronic form complying with the standard provided for in Annex C of the Administrative Instructions, and such listing was not available to the International Searching Authority in a form and manner acceptable to it.
   - ☐ pay the required late furnishing fee for the furnishing of a sequence listing in response to an invitation under Rule 13*ter*.1(a) or (b).
4. ☐ A meaningful search could not be carried out without the tables related to the sequence listings; the applicant did not, within the prescribed time limit, furnish such tables in electronic form complying with the technical requirements provided for in Annex C-*bis* of the Administrative Instructions, and such tables were not available to the International Searching Authority in a form and manner acceptable to it.
5. Further comments:

Name and mailing address of the ISA/US	Authorized officer:
Mail Stop PCT, Attn: ISA/US Commissioner for Patents P.O. Box 1450, Alexandria, Virginia 22313-1450 Facsimile No. 571-273-3201	Lee W. Young PCT Helpdesk: 571-272-4300 PCT OSP: 571-272-7774

Form PCT/ISA/203 (April 2005)