

Burst.com U.S. Patent No. 5,057,932, Claim 4

Accused Instrumentality: Apple Computer or Windows Computer with iTunes Software Installed

<p>random access storage means, coupled to said compression means, for storing the time compressed representation of said audio/video source information, said random access storage means comprising one or more magnetic disks; and</p>	<p>Hard drive(s) in Apple Computer or Windows Computer with iTunes software installed (which stores the time compressed representation)</p>
<p>output means, coupled to said random access storage means, for receiving the time compressed audio/video source information stored in said random access storage means for transmission away from said audio/video transceiver apparatus.</p>	<p>USB port on Apple Computer or Windows Computer with iTunes software installed (which receives the time compressed representation for transmission away); and/or FireWire port on Apple Computer or Windows Computer with iTunes software installed (which receives the time compressed representation for transmission away)</p>

EXHIBIT C

Burst.com U.S. Patent No. 4,963,995, Claims 17 and 19

Accused Instrumentality: iTunes Music Store

Claim 17	Elements in Accused Instrumentality
An audio/video transceiver apparatus comprising:	Apparatus is computer used by iTunes Music Store, including hardware and software
input means for receiving audio/video source information as a time compressed representation thereof, said time compressed representation of said audio/video source information being received over an associated burst time period that is shorter than a real time period associated with said audio/video source information;	<p>One or more of the following components of computer executing software used by the iTunes Music Store:</p> <p style="padding-left: 40px;">Wired or wireless Ethernet device or other network port for connection to networked computer or the Internet;</p> <p style="padding-left: 40px;">USB port for connection to external memory device;</p> <p style="padding-left: 40px;">FireWire port for connection to networked computer or external memory device; and/or</p> <p style="padding-left: 40px;">CD and/or DVD drive</p> <p>(which receives time compressed representation of audio/video source information over a burst time period shorter than real time playback)</p>
random access storage means, coupled to said input means, for storing the time compressed representation of said audio/video source information received by said input means; and	Hard drive and/or other system memory in computer executing software used by the iTunes Music Store (which stores the time compressed representation)

Burst.com U.S. Patent No. 4,963,995, Claims 17 and 19

Accused Instrumentality: iTunes Music Store

<p>output means, coupled to said random access storage means, for receiving the time compressed representation of said audio/video source information stored in said random access storage means for transmission away from said audio/video transceiver apparatus.</p>	<p>Wired or wireless Ethernet device or other network port on computer executing software used by the iTunes Music Store (which receives the time compressed representation stored in random access storage for transmission away)</p>
<p>Claim 19</p>	
<p>An audio/video transceiver apparatus as in claim 17 in combination with</p>	<p>See Chart for Claim 17</p>
<p>a video library, coupled via a communication link with said audio/video transceiver apparatus, said video library storing a multiplicity of items of audio/video source information in said time compressed representation for selective retrieval, in said associated burst time period over said communication link.</p>	<p>Library of two or more time compressed representations of audio/video source information, coupled via a communication link with the computer identified as audio/video transceiver apparatus in Claim 17 (from which library the time compressed representations are selectively retrieved in a burst time period)</p>

**Accused Instrumentality: Method Performed by the iTunes Music Store and
iTunes Producer Software Running on an Apple Computer**

Claim 1	Elements in Accused Instrumentality
<p>A method for handling audio/video source information, the method comprising:</p>	<p>Method performed by the iTunes Music Store and by iTunes Producer software running on an Apple Computer</p>
<p>receiving audio/video source information</p>	<p>iTunes Producer software receives audio source information via one or more of the following components of the Apple Computer:</p> <ul style="list-style-type: none"> SuperDrive, Combo drive, or other drive that reads CDs; Wired or wireless Ethernet device; Internal or external telephone modem device; USB port; and/or FireWire port
<p>compressing the received audio/video source information into a time compressed representation thereof having an associated burst time period that is shorter than a time period associated with a real time representation of the received audio/video source information;</p>	<p>iTunes Producer software compresses audio source information into a time compressed representation (<i>e.g.</i>, in AAC format) that has a burst time period shorter than real time playback</p>

Burst.com U.S. Patent No. 5,164,839, Claims 1 and 9

Accused Instrumentality: Method Performed by the iTunes Music Store and iTunes Producer Software Running on an Apple Computer

<p>storing said time compressed representation of the received audio/video source information; and</p>	<p>iTunes Producer software stores the time compressed representation (e.g., in computer memory or on other storage media); and/or</p> <p>The iTunes Music Store stores the time compressed representation (e.g., in computer memory or on other storage media)</p>
<p>transmitting, in said burst time period, the stored time compressed representation of the received audio/video source information to a selected destination.</p>	<p>iTunes Producer software transmits, in a burst time period shorter than real time playback, the stored time compressed representation to the iTunes Store; and/or</p> <p>The iTunes Music Store transmits, in a burst time period shorter than real time playback, the stored time compressed representation to an Apple Computer or Windows Computer with iTunes software</p>
<p>Claim 9 Elements</p>	
<p>A method as in claim 1 wherein:</p>	<p>See Chart for Claim 1</p>
<p>said audio/video source information comprises digital audio/video source information;</p>	<p>See Chart for Claim 1 (the audio source information is digital)</p>

Burst.com U.S. Patent No. 5,164,839, Claims 1 and 9

Accused Instrumentality: Method Performed by the iTunes Music Store and iTunes Producer Software Running on an Apple Computer

<p>said step of compressing comprises compressing said digital audio/video source information into a digital time compressed representation thereof having an associated burst time period that is shorter than a time period associated with a real time representation of said digital audio/video source information; and</p>	<p>iTunes Producer software compresses the digital audio source information into a digital time compressed representation (<i>e.g.</i>, in AAC format) that has a burst time period shorter than real time playback</p>
<p>said step of storing comprises storing said digital time compressed representation of said digital audio/video source information.</p>	<p>iTunes Producer software stores the digital time compressed representation (<i>e.g.</i>, in computer memory or on other storage media); and/or</p> <p>The iTunes Music Store stores the digital time compressed representation (<i>e.g.</i>, in computer memory or on other storage media)</p>

Accused Instrumentality: Method Performed by the iTunes Music Store

Claim 17	Elements in Accused Instrumentality
A method for handling audio/video source information, the method comprising:	Method performed by the iTunes Music Store
receiving audio/video source information as a time compressed representation thereof, said time compressed representation of said audio/video source information being received over an associated burst time period that is shorter than a real time period associated with real time playback of said audio/video source information;	The iTunes Music Store receives time compressed representation of audio/video source information over a burst time period shorter than real time playback from a computer with iTunes Producer software or other submission software
storing the time compressed representation of said received audio/video source information; and	The iTunes Music Store stores the time compressed representation (<i>e.g.</i> , in computer memory or on other storage media)
transmitting, in said burst time period, the stored time compressed representation of said received audio/video source information to a selected destination.	The iTunes Music Store transmits, in a burst time period shorter than real time playback, the stored time compressed representation to an Apple Computer or Windows Computer with iTunes software
Claim 19	
A method as in claim 17	See Chart for Claim 17

Burst.com U.S. Patent No. 5,164,839, Claims 17, 19, and 77

Accused Instrumentality: Method Performed by the iTunes Music Store

<p>wherein said audio/video source information comprises information received over a communications link from a video library storing a multiplicity of programs of audio/video source information as time compressed representations thereof for selective retrieval by a user in an associated burst time period.</p>	<p>The iTunes Music Store receives time compressed representation(s) of programs of audio/video source information over a communications link from a library of two or more such time compressed representations stored for selective retrieval by a user in a burst time period shorter than real time playback</p>
<p>Claim 77</p>	
<p>A method for handling audio/video source information, the method comprising:</p>	<p>Method performed by the iTunes Music Store</p>
<p>receiving audio/video source information as a time compressed digital representation thereof, said audio/video source information comprising a multiplicity of video frames in the form of one or more full motion video programs selected from a video library storing a multiplicity of full motion video programs in a time compressed digital representation thereof for selective retrieval, said time compressed digital representation of the received audio/video source information being received in an associated burst time period that is shorter than a time period associated with a real time representation of said received audio/video source information;</p>	<p>The iTunes Music Store receives, in a burst time period shorter than real time playback, a time compressed digital representation of audio/video source information comprising video program(s) selected from a video library storing two or more such time compressed digital representations for selective retrieval</p>
<p>storing the time compressed digital representation of said received audio/video source information; and</p>	<p>The iTunes Music Store stores the time compressed digital representation (<i>e.g.</i>, in computer memory or on other storage media)</p>

Burst.com U.S. Patent No. 5,164,839, Claims 17, 19, and 77

Accused Instrumentality: Method Performed by the iTunes Music Store

transmitting, in said burst time period, the stored time compressed digital representation of said received audio/video source information to a selected destination.

The iTunes Music Store transmits, in a burst time period shorter than real time playback, the stored time compressed digital representation to an Apple Computer or Windows Computer with iTunes software

Burst.com U.S. Patent No. 5,995,705, Claim 21**Accused Instrumentality: iTunes Music Store**

Claim 21	Elements in Accused Instrumentality
A method for handling audio/video source information, the method comprising the steps of:	Method performed by the iTunes Music Store
<p>receiving audio/video source information as a digital time compressed representation thereof, said audio/video source information comprising a multiplicity of video frames collectively constituting at least one full motion video program selected from a video library storing a plurality of video programs in a digital time compressed representation thereof for selective retrieval;</p> <p>said at least one video program being received by a receiver in a burst transmission time period that is substantially shorter than a time period associated with real-time viewing by a receiver of said at least one video program;</p>	The iTunes Music Store receives, in a burst time period substantially shorter than real time playback, a digital time compressed representation of audio/video source information comprising video program(s) selected from a video library storing two or more such time compressed digital representations for selective retrieval
storing the digital time compressed representation of said audio/video source information; and	The iTunes Music Store stores the digital time compressed representation (<i>e.g.</i> , in computer memory or on other storage media)
transmitting, in said burst transmission time period, the stored digital time compressed representation of said audio/video source information to a selected destination.	The iTunes Music Store transmits, in a burst time period substantially shorter than real time playback, the stored digital time compressed representation to an Apple Computer or Windows Computer with iTunes software

EXHIBIT D

Accused Instrumentality: One or More Apple Computers Executing Final Cut Studio, Quicktime Pro, and/or Quicktime Streaming Server

U.S. PATENT NO. 5,164,839	INFRINGEMENT
Claim 1	
<p>A method for handling audio/video source information, the method comprising:</p>	<p><u>Final Cut Studio</u></p> <p>Apple's Final Cut Studio is a software product designed to run on an Apple Computer, specifically designed to handle audio/visual source information.</p> <p>Final Cut Studio includes the following software applications designed to provide a seamless integrated platform for handling audio/visual source information: (1) Final Cut Pro; (2) Soundtrack Pro; (3) Motion; (4) DVD Studio Pro; and (5) Compressor.</p> <p>Final Cut Pro is also sold as a stand-alone product.</p> <p><u>Quicktime Pro</u></p> <p>Apple's Quicktime Pro is a software product that runs on an Apple Computer and/or Windows PC, and which is specifically designed to handle audio/visual source information. Apple indicates that Quicktime Pro is part of a suite of Quicktime products, including Quicktime Player, Quicktime Pro, Quicktime Broadcaster, and Quicktime Streaming Server. These charts apply to Quicktime Pro versions 5, 6 or 7.</p> <p><u>Quicktime Streaming Server (QTSS)</u></p> <p>QTSS handles audio/video source information and delivers audio/visual information to clients running Quicktime player.</p> <p>"QuickTime Streaming Software" collectively refers to QuickTime Broadcaster, QuickTime Streaming Server Publisher and QuickTime Streaming Server.</p> <p>Apple's Xserve servers come with the QuickTime Streaming Software preinstalled. The Mac OS X Server software package includes all of the QuickTime Streaming Software and can be installed on Apple computers.</p>
receiving audio/video source information;	<p><u>Final Cut Studio</u></p> <p>Final Cut Studio (including for example, Final Cut Pro and/or Soundtrack Pro) receives a wide variety of audio/visual source information via a PCI card; a Firewire port; or tape.</p>

**Burst.com U.S. Patent No. 5,164,839, Claims 1-3, 7, 9, 15, 16, 20, 44, 45, 46, 76
Accused Instrumentality: One or More Apple Computers Executing Final Cut Studio, Quicktime Pro, and/or
Quicktime Streaming Server**

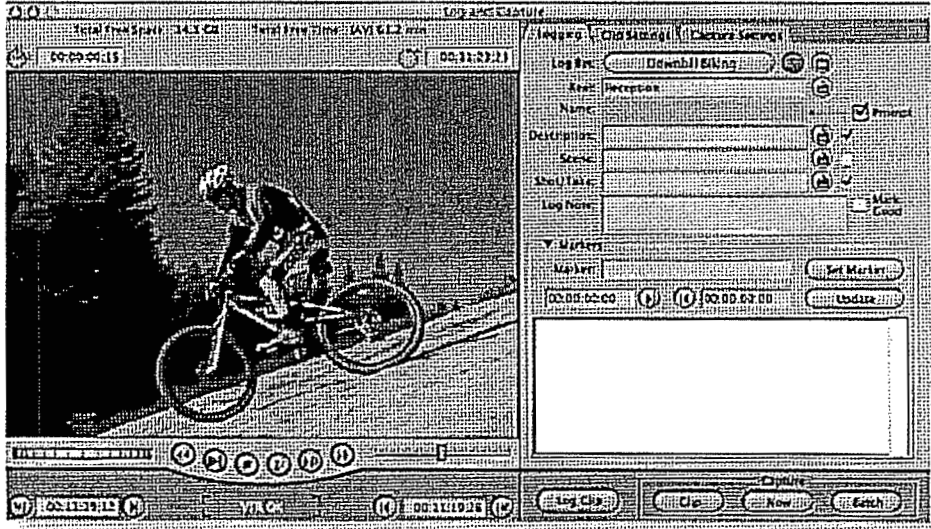
U.S. PATENT NO. 5,164,839	INFRINGEMENT
The following table identifies the FireWire and PCI input ports used to receive audio/visual information:	

**Burst.com U.S. Patent No. 5,164,839, Claims 1-3, 7, 9, 15, 16, 20, 44, 45, 46, 76
 Accused Instrumentality: One or More Apple Computers Executing Final Cut Studio, Quicktime Pro, and/or
 Quicktime Streaming Server**

U.S. PATENT NO. 5,164,839	INFRINGEMENT					
	Formats supported in Final Cut Pro 5					
	Format	Frame rate	Data rate	YUV	I/O	Use
	OfflineRT	25, 29.97	Variable	4:1:1	FireWire	Offline for DV. Real-time down convert from DV source on capture.*
PCI					Offline for SD. Real-time down convert from SD source on capture.*	
23.976, 24		Variable	4:1:1	PCI or FireWire	Offline for film and HD. Use Cinema Tools to reverse telecine from 29.97 source.	
					PCI	Offline for HD. Real-time down convert from HD source on capture.*
	DV, DVCAM, and DVCPRD	25, 29.97	3.6 MBps	4:1:1	FireWire	Native DV editing.
					PCI	Offline for SD. Real-time down convert from SD source on capture.*
23.976, 24		2.8 MBps	4:1:1	FireWire	Offline for film or HD from 29.97 source. Native Panasonic AG-DVX100 editing (23.976 only).	
					PCI	Offline for HD. Real-time down convert from HD source on capture.*
	IMX (50 Mbps)	25, 29.97	7 MBps	4:2:2	Not applicable; editing only	Broadcast news and some episodic production. Ingest and output require lossless MXF to QuickTime file flip through third-party Telestream software (Flip4Mac).
	DVCPRD 50	25, 29.97	7 MBps	4:2:2	FireWire	Native DVCPRD 50 editing.
		23.976, 24	5.7 MBps	4:2:2	FireWire	Native Panasonic AJ-SDX900 editing (23.976 only).
	Uncompressed SD	25, 29.97	20 MBps	4:2:2	FireWire	8- and 10-bit SD online and finishing.
					PCI	8- and 10-bit SD online and finishing.
	HDV	25, 29.97, 30p	3.6 MBps	4:2:0	FireWire	Native HDV editing (long GOP MPEG-2).
	DVCPRD HD	23.976, 24,	5.7-15	4:2:2	FireWire	Native DVCPRD HD editing. Not all I/O devices support all formats and frame rates.
		25, 29.97,	MBps			
		30, 50, 60				
	Uncompressed HD	23.976, 24,	90-230	4:2:2	PCI	8- and 10-bit HD online and finishing.
		25, 29.97,	MBps			10- and 12-bit dual-link 4:4:4 RGB for conforming and finishing.
		30, 50, 60				

The log and capture screen from **Final Cut Pro** is shown below for receiving audio/visual

Accused Instrumentality: One or More Apple Computers Executing Final Cut Studio, Quicktime Pro, and/or Quicktime Streaming Server

U.S. PATENT NO. 5,164,839	INFRINGEMENT
	<p>information from tape:</p> <div data-bbox="926 386 1850 911">A screenshot of the Final Cut Pro software interface. The main window shows a video player with a black and white image of a cyclist on a road bike. To the right of the video player is a settings panel with various controls, including a 'Log On' button, a 'Description' field, and a 'Show Take' checkbox. Below the video player is a timeline with various editing tools and a 'Log On' button. The interface is typical of a professional video editing software from the early 2000s.</div> <p>http://images.apple.com/finalcutstudio/pdf/20050621_FinalCutPro_Product_Overview.pdf</p> <p><u>Quicktime Pro</u></p> <p>Quicktime Pro receives audio/visual source information on a variety of ports on the Apple Computer, including:</p> <ul style="list-style-type: none">Wired or wireless Ethernet device;USB port;FireWire port;Audio line input;Optical digital audio input;

Burst.com U.S. Patent No. 5,164,839, Claims 1-3, 7, 9, 15, 16, 20, 44, 45, 46, 76

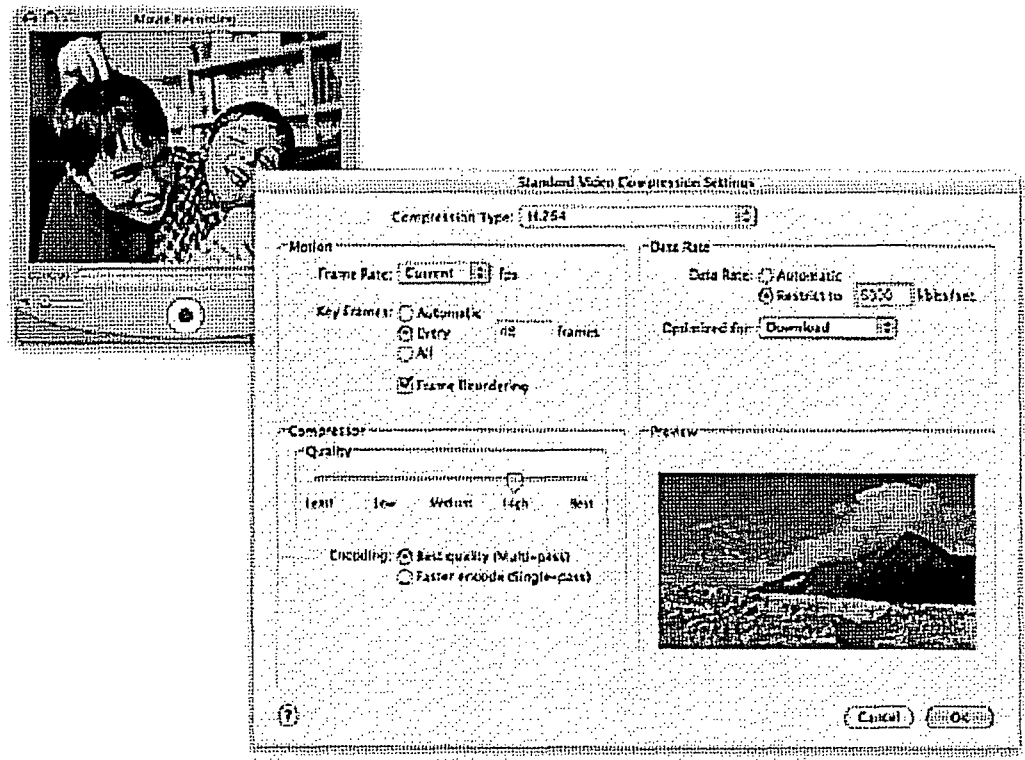
Accused Instrumentality: One or More Apple Computers Executing Final Cut Studio, Quicktime Pro, and/or Quicktime Streaming Server

<p>U.S. PATENT NO. 5,164,839</p>	<p>INFRINGEMENT</p>
	<p>Built-in microphone; and/or iSight or other built-in camera</p>
<p>compressing the received audio/video source information into a time compressed representation thereof having an associated burst time period that is shorter than a time period associated with a real time representation of the received audio/video source information;</p>	<p><u>Final Cut Studio</u> Compressor 2 provides a number of compression techniques (or codec algorithms running on a processor) for compressing audio/visual information. The Compressor codecs, which are integrated with other Apple software applications, can provide a compressed representation of audio/visual information with a lower data rate. The Compressor software can identify the format and frame rate for particular types of transmissions including Web Downloading. Final Cut Pro also includes the capability of compressing audio/video source information into a time compressed representation. <u>Quicktime Pro</u> Quicktime Pro provides a number of codecs for compressing video and audio. Apple's Tech Brief on Quicktime 7 states: QuickTime 7 Pro allows you to create crystal-clear video using the state-of-the-art H.264 video codec. Developed by Apple, the implementation of this industry-standard codec in QuickTime includes a set of advanced technologies and patent-pending techniques to create pristine video at low data rates. Innovative Apple features include: http://images.apple.com/quicktime/pdf/QuickTime7_Tech_Brief_V2.pdf Quicktime Pro also allows audio/visual files to be compressed in a manner that optimizes the transfer of audio/visual information via downloads, as the following screen shot indicates ("Optimized for</p>

Accused Instrumentality: One or More Apple Computers Executing Final Cut Studio, Quicktime Pro, and/or Quicktime Streaming Server

U.S. PATENT NO. 5,164,839	INFRINGEMENT
	Download”):

Burst.com U.S. Patent No. 5,164,839, Claims 1-3, 7, 9, 15, 16, 20, 44, 45, 46, 76 Accused Instrumentality: One or More Apple Computers Executing Final Cut Studio, Quicktime Pro, and/or Quicktime Streaming Server

U.S. PATENT NO. 5,164,839	INFRINGEMENT
	<p>QuickTime Pro QuickTime Pro is an incredibly powerful yet easy-to-use application for content creation on Mac computers and Windows PCs. Loaded with features for creating professional-quality content with just a few clicks, QuickTime Pro will convert you from movie watcher to moviemaker in no time. For everything from making quick edits or replacing an audio track, to creating a full HD video or playing movies in full screen, QuickTime Pro is the perfect application for all of your media needs.</p>  <p>QuickTime 7 Pro for Mac OS X provides single-click audio and video recording for easy creation of video postcards. Both Mac and Windows users can easily create stunning H.264 video.</p>

Accused Instrumentality: One or More Apple Computers Executing Final Cut Studio, Quicktime Pro, and/or Quicktime Streaming Server

U.S. PATENT NO. 5,164,839	INFRINGEMENT
<p>storing said time compressed representation of the received audio/video source information; and</p>	<p><u>Final Cut Studio</u> Final Cut Studio saves and/or exports the time compressed audio/visual information to a selected destination on the disk.</p> <p><u>Quicktime Pro</u> Quicktime Pro similarly saves time compressed audio/visual information to a selected destination.</p> <p><u>QTSS</u> The compressed audio and video content is stored by the Apple server pre-installed with QuickTime Streaming Software. For example, QuickTime Publisher is used to store.</p>
<p>transmitting, in said burst time period, the stored time compressed representation of the received audio/video source information to a selected destination.</p>	<p><u>QTSS</u> QuickTime Streaming Server Software (either by itself or in conjunction with Apple Webserver Software, <i>i.e.</i>, Apache webserver) enables faster than real-time transmission of compressed audio/video source information through Progressive Download (a.k.a. Fast Start). This technology enables audio/video source information to be played/viewed before the information is fully downloaded and the download time is shorter than the play back time.</p>
<p>Claim 2</p>	
<p>A method as in claim 1 further comprising the steps of:</p>	<p>See claim 1</p>
<p>editing the stored time compressed representation of said audio/video source information; and</p>	<p><u>Final Cut Studio</u> Final Cut Studio, including Final Cut Pro and Soundtrack Pro, are designed to provide editing of audio/visual information both on an individual frame basis or on a global basis.</p> <p><u>Quicktime Pro</u> Quicktime Pro provides extensive editing capabilities for content creation on an Apple Computer or</p>

Accused Instrumentality: One or More Apple Computers Executing Final Cut Studio, Quicktime Pro, and/or Quicktime Streaming Server

U.S. PATENT NO. 5,164,839	INFRINGEMENT
	Windows based PC.
storing the edited time compressed representation of said audio/video source information.	<p><u>Final Cut Studio</u> Final Cut Studio saves the edited time compressed representation, as indicated in claim 1</p> <p><u>Quicktime Pro</u> Quicktime Pro saves the edited audio/visual information as indicated in claim 1.</p>
Claim 3	See claim 1.
A method as in claim 2 further comprising the step of monitoring the stored, time compressed representation of said audio/video source information during editing.	<p><u>Final Cut Studio</u> Apple computers include displays as a Basic Requirement. The Digital Cinema Desktop feature in Final Cut Studio allows multiple Apple displays to be used to synchronize audio with video. Also, the Quickview feature may be used to preview sequences stored in RAM.</p> <p><u>Quicktime Pro</u> Quicktime Pro displays frames for editing purposes.</p>
Claim 7	
A method as in claim 1 wherein the step of storing comprises storing the time compressed representation of said audio/video source information in a semiconductor memory.	The system memory in an Apple Computer is semiconductor memory.
Claim 9	
A method as in claim 1 wherein:	See claim 1.
said audio/video source information comprises	<u>Final Cut Studio</u>

Accused Instrumentality: One or More Apple Computers Executing Final Cut Studio, Quicktime Pro, and/or Quicktime Streaming Server

U.S. PATENT NO. 5,164,839	INFRINGEMENT
digital audio/video source information;	<p>Final Cut Pro receives digital video source information, such as Digital Video.</p> <p><u>Quicktime Pro</u></p> <p>Quicktime Pro receives digital video source information, such as a Quicktime Movie format.</p>
said step of compressing comprises compressing said digital audio/video source information into a digital time compressed representation thereof having an associated burst time period that is shorter than a time period associated with a real time representation of said digital audio/video source information; and	<p><u>Final Cut Studio</u></p> <p>See claim 1</p> <p>Compressor 2 codecs provide a compressed representation of audio/visual information with a lower data rate.</p> <p>Final Cut Pro also includes the capability of compressing audio/video source information.</p> <p><u>Quicktime Pro</u></p> <p>Quicktime Pro compresses digital audio/visual information. See claim 1.</p>
said step of storing comprises storing said digital time compressed representation of said digital audio/video source information.	The compressed audio/visual information may be stored by Final Cut Studio or Quicktime Pro and/or may be stored by Quicktime Streaming Server . See claim 1.
Claim 15	
A method as in claim 9 wherein said audio/video source information comprises information received from a computer.	Final Cut Studio and Quicktime Pro can receive audio/visual source information from another Apple Computer.
Claim 16	
A method as in claim 9 wherein said audio/video source information comprises information received over a fiber optic transmission line.	<p><u>Final Cut Studio</u></p> <p>Final Cut Studio can receive audio/visual information over a fiber optic transmission line, such as Fibre Channel.</p>

Accused Instrumentality: One or More Apple Computers Executing Final Cut Studio, Quicktime Pro, and/or Quicktime Streaming Server

U.S. PATENT NO. 5,164,839	INFRINGEMENT
Claim 20	
A method as in claim 1 further comprising the steps of:	See Claim 1.
selectively decompressing the stored time compressed representation of said audio/video source information;	<p><u>Final Cut Studio</u> Final Cut Studio, including Compressor 2, includes codecs that can decompress audio/visual information that has been compressed.</p> <p>Final Cut Pro also decompresses audio/visual information.</p> <p><u>Quicktime Pro</u> Quicktime Pro includes codecs that can decompress audio/visual data that has been compressed.</p>
editing the selectively decompressed time compressed representation of said audio/video source information; and	<p><u>Final Cut Studio</u> Final Cut Pro edits the selectively decompressed audio/video source information. See Final Cut Pro User's Manual Vol. 2, Parts 1 & 2, video and audio editing and mixing.</p> <p><u>Quicktime Pro</u> Quicktime Pro performs real time editing of decompressed audio/visual source information.</p>
storing the edited selectively decompressed time compressed representation of said audio/video source information.	Once edited, the audio/visual information is stored by Final Cut Studio and Quicktime Pro using the programs' export feature.
Claim 44	
A method as in claim 1 further comprising the step of recording the stored time compressed representation of said audio/video source information onto a removable recording medium.	<p><u>Final Cut Studio</u> Final Cut Studio records the stored time compressed representation onto a removable recording medium using DVD Studio Pro.</p>

Accused Instrumentality: One or More Apple Computers Executing Final Cut Studio, Quicktime Pro, and/or Quicktime Streaming Server

U.S. PATENT NO. 5,164,839	INFRINGEMENT
	Final Cut Pro and QuickTime Pro record the stored time compressed representation onto magnetic tape.
Claim 45	
A method as in claim 2 further comprising the step of recording the edited time compressed representation of said audio/video source information onto a removable recording medium.	<p><u>Final Cut Studio</u></p> <p>Final Cut Studio records the edited time compressed representation onto a removable recording medium using DVD Studio Pro.</p> <p>Final Cut Pro record the stored time compressed representation onto magnetic tape.</p>
Claim 46	
A method as in claim 45 further comprising the step of visually displaying the time compressed representation of said audio/video source information stored on said removable recording medium for selective viewing by a user.	<p>Final Cut Studio and QuickTime Pro permit visually displaying the time compressed representation stored on the removable recording medium.</p> <p>See claim 3.</p>
Claim 76	
A method for handling audio/video source information, the method comprising:	<p><u>Final Cut Studio</u></p> <p>Apple's Final Cut Studio is a software product designed to run on an Apple Computer, specifically designed to handle audio/visual source information.</p> <p>Final Cut Studio includes the following software applications designed to provide a seamless integrated platform for handling audio/visual source information: (1) Final Cut Pro; (2) Soundtrack Pro; (3) Motion; (4) DVD Studio Pro; and (5) Compressor.</p> <p>Final Cut Pro is also sold as a stand-alone product.</p> <p><u>Quicktime Pro</u></p> <p>Apple's Quicktime Pro is a software product that runs on an Apple Computer and/or Windows PC,</p>

Accused Instrumentality: One or More Apple Computers Executing Final Cut Studio, Quicktime Pro, and/or Quicktime Streaming Server

U.S. PATENT NO. 5,164,839	INFRINGEMENT
	<p>and which is specifically designed to handle audio/visual source information. Apple indicates that Quicktime Pro is part of a suite of Quicktime products, including Quicktime Player, Quicktime Pro, Quicktime Broadcaster, and Quicktime Streaming Server.</p> <p><u>Quicktime Streaming Server (QTSS)</u></p> <p>QTSS handles audio/video source information and delivers audio/visual information to clients running Quicktime player.</p> <p>“QuickTime Streaming Software” collectively refers to QuickTime Broadcaster, QuickTime Streaming Server Publisher and QuickTime Streaming Server.</p> <p>Apple’s Xserve servers come with the QuickTime Streaming Software preinstalled. The Mac OS X Server software package includes all of the QuickTime Streaming Software and can be installed on Apple computers.</p>
<p>receiving audio/video source information comprising a multiplicity of video frames in the form of one or more full motion video programs;</p>	<p><u>Final Cut Studio</u></p> <p>Final Cut Studio (including for example, Final Cut Pro) receives a wide variety of audio/visual source information, including video frames in the form of one or more full motion video programs, via a PCI card; a Firewire port; or tape.</p> <p>The following table identifies the FireWire and PCI input ports used to receive audio/visual information:</p>

Accused Instrumentality: One or More Apple Computers Executing Final Cut Studio, Quicktime Pro, and/or Quicktime Streaming Server

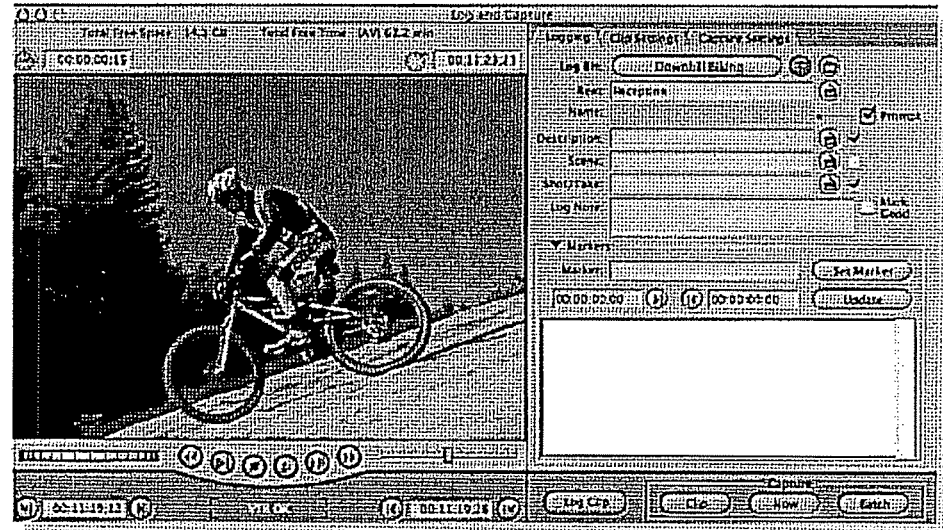
U.S. PATENT NO. 5,164,839	INFRINGEMENT																																																																																			
Formats supported in Final Cut Pro 5																																																																																				
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 10%;">Format</th> <th style="width: 10%;">Frame rate</th> <th style="width: 10%;">Data rate</th> <th style="width: 10%;">YUV</th> <th style="width: 10%;">I/O</th> <th style="width: 10%;">Use</th> </tr> </thead> <tbody> <tr> <td rowspan="4">OfflineRT</td> <td rowspan="2">25, 29.97</td> <td rowspan="2">Variable</td> <td rowspan="2">4:1:1</td> <td>FireWire</td> <td>Offline for DV. Real-time down convert from DV source on capture.^a</td> </tr> <tr> <td>PCI</td> <td>Offline for SD. Real-time down convert from SD source on capture.^a</td> </tr> <tr> <td rowspan="2">23.976, 24</td> <td rowspan="2">Variable</td> <td rowspan="2">4:1:1</td> <td>PCI or FireWire</td> <td>Offline for film and HD. Use Cinema Tools to reverse telecine from 29.97 source.</td> </tr> <tr> <td>PCI</td> <td>Offline for HD. Real-time down convert from HD source on capture.^a</td> </tr> <tr> <td rowspan="4">DV, DVCAM, and DVCPR0</td> <td rowspan="2">25, 29.97</td> <td rowspan="2">3.6 MBps</td> <td rowspan="2">4:1:1</td> <td>FireWire</td> <td>Native DV editing.</td> </tr> <tr> <td>PCI</td> <td>Offline for SD. Real-time down convert from SD source on capture.^a</td> </tr> <tr> <td rowspan="2">23.976, 24</td> <td rowspan="2">2.8 MBps</td> <td rowspan="2">4:1:1</td> <td>FireWire</td> <td>Offline for film or HD from 29.97 source. Native Panasonic AG-DVX100 editing (23.976 only).</td> </tr> <tr> <td>PCI</td> <td>Offline for HD. Real-time down convert from HD source on capture.^a</td> </tr> <tr> <td>IMX (50 Mbps)</td> <td>25, 29.97</td> <td>7 MBps</td> <td>4:2:2</td> <td>Not applicable; editing only</td> <td>Broadcast news and some episodic production. Ingest and output require lossless MXF to QuickTime file flip through third-party Telestream software (Flip4Mac).</td> </tr> <tr> <td rowspan="2">DVCPR0 50</td> <td>25, 29.97</td> <td>7 MBps</td> <td>4:2:2</td> <td>FireWire</td> <td>Native DVCPR0 50 editing.</td> </tr> <tr> <td>23.976, 24</td> <td>5.7 MBps</td> <td>4:2:2</td> <td>FireWire</td> <td>Native Panasonic AJ-SDX900 editing (23.976 only).</td> </tr> <tr> <td rowspan="2">Uncompressed SD</td> <td rowspan="2">25, 29.97</td> <td rowspan="2">20 MBps</td> <td rowspan="2">4:2:2</td> <td>FireWire</td> <td>8- and 10-bit SD online and finishing.</td> </tr> <tr> <td>PCI</td> <td>8- and 10-bit SD online and finishing.</td> </tr> <tr> <td>HDV</td> <td>25, 29.97, 30p</td> <td>3.6 MBps</td> <td>4:2:0</td> <td>FireWire</td> <td>Native HDV editing (long GOP MPEG-2).</td> </tr> <tr> <td rowspan="2">DVCPR0 HD</td> <td>23.976, 24, 30, 50, 60</td> <td>5.7-15 MBps</td> <td>4:2:2</td> <td>FireWire</td> <td>Native DVCPR0 HD editing. Not all I/O devices support all formats and frame rates.</td> </tr> <tr> <td>25, 29.97, 30, 50, 60</td> <td>90-130 MBps</td> <td>4:2:2</td> <td>PCI</td> <td>8- and 10-bit HD online and finishing. 10- and 12-bit dual-link 4:4:4 RGB for conforming and finishing.</td> </tr> </tbody> </table>							Format	Frame rate	Data rate	YUV	I/O	Use	OfflineRT	25, 29.97	Variable	4:1:1	FireWire	Offline for DV. Real-time down convert from DV source on capture. ^a	PCI	Offline for SD. Real-time down convert from SD source on capture. ^a	23.976, 24	Variable	4:1:1	PCI or FireWire	Offline for film and HD. Use Cinema Tools to reverse telecine from 29.97 source.	PCI	Offline for HD. Real-time down convert from HD source on capture. ^a	DV, DVCAM, and DVCPR0	25, 29.97	3.6 MBps	4:1:1	FireWire	Native DV editing.	PCI	Offline for SD. Real-time down convert from SD source on capture. ^a	23.976, 24	2.8 MBps	4:1:1	FireWire	Offline for film or HD from 29.97 source. Native Panasonic AG-DVX100 editing (23.976 only).	PCI	Offline for HD. Real-time down convert from HD source on capture. ^a	IMX (50 Mbps)	25, 29.97	7 MBps	4:2:2	Not applicable; editing only	Broadcast news and some episodic production. Ingest and output require lossless MXF to QuickTime file flip through third-party Telestream software (Flip4Mac).	DVCPR0 50	25, 29.97	7 MBps	4:2:2	FireWire	Native DVCPR0 50 editing.	23.976, 24	5.7 MBps	4:2:2	FireWire	Native Panasonic AJ-SDX900 editing (23.976 only).	Uncompressed SD	25, 29.97	20 MBps	4:2:2	FireWire	8- and 10-bit SD online and finishing.	PCI	8- and 10-bit SD online and finishing.	HDV	25, 29.97, 30p	3.6 MBps	4:2:0	FireWire	Native HDV editing (long GOP MPEG-2).	DVCPR0 HD	23.976, 24, 30, 50, 60	5.7-15 MBps	4:2:2	FireWire	Native DVCPR0 HD editing. Not all I/O devices support all formats and frame rates.	25, 29.97, 30, 50, 60	90-130 MBps	4:2:2	PCI	8- and 10-bit HD online and finishing. 10- and 12-bit dual-link 4:4:4 RGB for conforming and finishing.
Format	Frame rate	Data rate	YUV	I/O	Use																																																																															
OfflineRT	25, 29.97	Variable	4:1:1	FireWire	Offline for DV. Real-time down convert from DV source on capture. ^a																																																																															
				PCI	Offline for SD. Real-time down convert from SD source on capture. ^a																																																																															
	23.976, 24	Variable	4:1:1	PCI or FireWire	Offline for film and HD. Use Cinema Tools to reverse telecine from 29.97 source.																																																																															
				PCI	Offline for HD. Real-time down convert from HD source on capture. ^a																																																																															
DV, DVCAM, and DVCPR0	25, 29.97	3.6 MBps	4:1:1	FireWire	Native DV editing.																																																																															
				PCI	Offline for SD. Real-time down convert from SD source on capture. ^a																																																																															
	23.976, 24	2.8 MBps	4:1:1	FireWire	Offline for film or HD from 29.97 source. Native Panasonic AG-DVX100 editing (23.976 only).																																																																															
				PCI	Offline for HD. Real-time down convert from HD source on capture. ^a																																																																															
IMX (50 Mbps)	25, 29.97	7 MBps	4:2:2	Not applicable; editing only	Broadcast news and some episodic production. Ingest and output require lossless MXF to QuickTime file flip through third-party Telestream software (Flip4Mac).																																																																															
DVCPR0 50	25, 29.97	7 MBps	4:2:2	FireWire	Native DVCPR0 50 editing.																																																																															
	23.976, 24	5.7 MBps	4:2:2	FireWire	Native Panasonic AJ-SDX900 editing (23.976 only).																																																																															
Uncompressed SD	25, 29.97	20 MBps	4:2:2	FireWire	8- and 10-bit SD online and finishing.																																																																															
				PCI	8- and 10-bit SD online and finishing.																																																																															
HDV	25, 29.97, 30p	3.6 MBps	4:2:0	FireWire	Native HDV editing (long GOP MPEG-2).																																																																															
DVCPR0 HD	23.976, 24, 30, 50, 60	5.7-15 MBps	4:2:2	FireWire	Native DVCPR0 HD editing. Not all I/O devices support all formats and frame rates.																																																																															
	25, 29.97, 30, 50, 60	90-130 MBps	4:2:2	PCI	8- and 10-bit HD online and finishing. 10- and 12-bit dual-link 4:4:4 RGB for conforming and finishing.																																																																															
The log and capture screen from Final Cut Pro is shown below for receiving audio/visual																																																																																				

Accused Instrumentality: One or More Apple Computers Executing Final Cut Studio, Quicktime Pro, and/or Quicktime Streaming Server

U.S. PATENT NO. 5,164,839

INFRINGEMENT

information from tape:



http://images.apple.com/finalcutstudio/pdf/20050621_FinalCutPro_Product_Overview.pdf.

Quicktime Pro

Quicktime Pro receives audio/visual source information, including video frames in the form of one or more full motion video programs, on a variety of ports on the Apple Computer, including:

- Wired or wireless Ethernet device;
- USB port;
- FireWire port;
- Audio line input;
- Optical digital audio input;

Accused Instrumentality: One or More Apple Computers Executing Final Cut Studio, Quicktime Pro, and/or Quicktime Streaming Server

U.S. PATENT NO. 5,164,839	INFRINGEMENT
	Built-in microphone; and/or iSight or other built-in camera
<p>compressing said received audio/video source information into a time compressed representation thereof having an associated burst time period that is shorter than a time period associated with a real time representation of said received audio/video source information;</p>	<p><u>Final Cut Studio</u></p> <p>Compressor 2 provides a number of compression techniques (or codec algorithms running on a processor) for compressing audio/visual information. The Compressor codecs, which are integrated with other Apple software applications, can provide a compressed representation of audio/visual information with a lower data rate.</p> <p>The Compressor software can identify the format and frame rate for particular types of transmissions, including Web Downloading.</p> <p>Final Cut Pro also includes the capability of compressing audio/video source information into a time compressed representation.</p> <p><u>Quicktime Pro</u></p> <p>Quicktime Pro provides a number of codecs for compressing video and audio.</p> <p>Apple's Tech Brief on Quicktime 7 states:</p> <p>QuickTime 7 Pro allows you to create crystal-clear video using the state-of-the-art H.264 video codec. Developed by Apple, the implementation of this industry-standard codec in QuickTime includes a set of advanced technologies and patent-pending techniques to create pristine video at low data rates. Innovative Apple features include:</p> <p>http://images.apple.com/quicktime/pdf/QuickTime7_Tech_Brief_V2.pdf.</p> <p>Quicktime Pro also allows audio/visual files to be compressed in a manner that optimizes the transfer of audio/visual information via downloads, as the following screen shot indicates ("Optimized for Download"):</p>

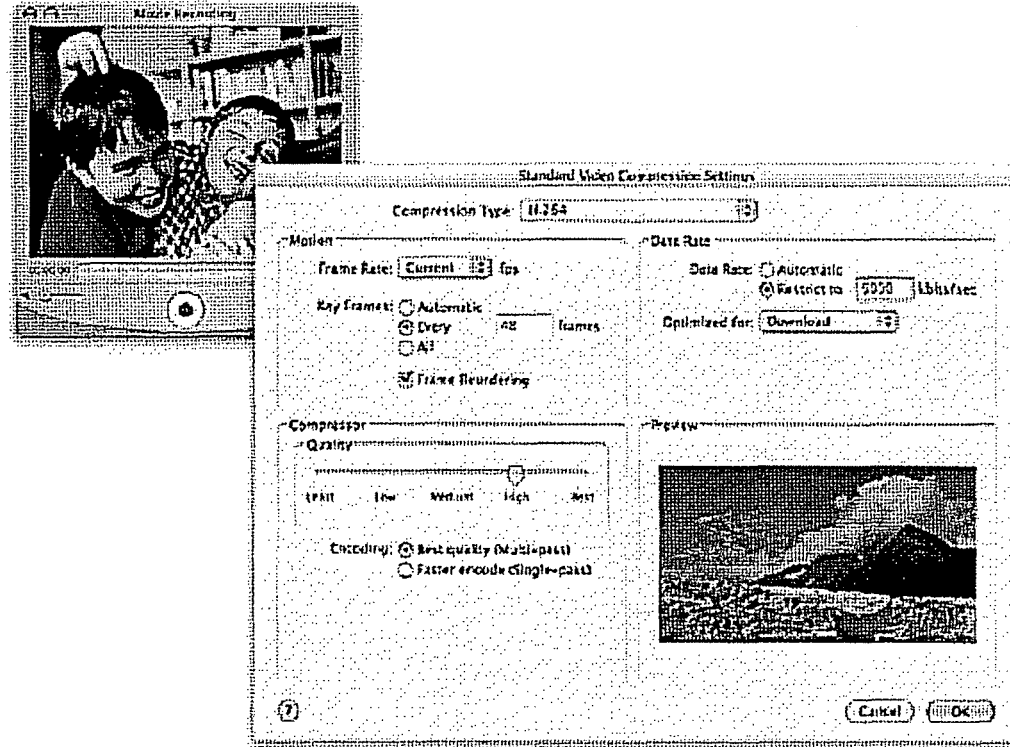
Accused Instrumentality: One or More Apple Computers Executing Final Cut Studio, Quicktime Pro, and/or Quicktime Streaming Server

U.S. PATENT NO. 5,164,839

INFRINGEMENT

QuickTime Pro

QuickTime Pro is an incredibly powerful yet easy-to-use application for content creation on Mac computers and Windows PCs. Loaded with features for creating professional-quality content with just a few clicks, QuickTime Pro will convert you from movie watcher to moviemaker in no time. For everything from making quick edits or replacing an audio track, to creating a full HD video or playing movies in full screen, QuickTime Pro is the perfect application for all of your media needs.



QuickTime 7 Pro for Mac OS X provides single-click audio and video recording for easy creation of video postcards. Both Mac and Windows users can easily create stunning H.264 video.

Accused Instrumentality: One or More Apple Computers Executing Final Cut Studio, Quicktime Pro, and/or Quicktime Streaming Server

U.S. PATENT NO. 5,164,839	INFRINGEMENT
<p>storing the time compressed representation of said received audio/video source information on one or more magnetic disks; and</p>	<p><u>Final Cut Studio</u> Final Cut Studio saves and/or exports the time compressed audio/visual information to a selected destination onto disk.</p> <p><u>Quicktime Pro</u> Quicktime Pro similarly saves time compressed audio/visual information to a selected destination.</p> <p><u>QTSS</u> The compressed audio and video content is stored by the Apple server pre-installed with QuickTime Streaming Software. For example, QuickTime Publisher is used to store.</p>
<p>transmitting, in said burst time period, the stored time compressed representation of said received audio/video source information to a selected destination.</p>	<p><u>QTSS</u> QuickTime Streaming Server Software (either by itself or in conjunction with Apple Webserver Software, <i>i.e.</i>, Apache Webserver) enables faster than real-time transmission of compressed audio/video source information through Progressive Download (a.k.a. Fast Start). This technology enables audio/video source information to be played/viewed before the information is fully downloaded and the download time is shorter than the play back time.</p>

Burst.com U.S. Patent No. 5,995,705, Claims 12 & 13

Accused Instrumentality: One or More Apple Computers Executing Final Cut Studio, Quicktime Pro, and/or Quicktime Streaming Server

U.S. PATENT NO. 5,995,705	ELEMENTS IN ACCUSED INSTRUMENTALITY
Claim 12	
<p>A method for handling audio/video source information, the method comprising the steps of:</p>	<p><u>Final Cut Studio</u> Apple's Final Cut Studio is a software product designed to run on an Apple Computer, specifically designed to handle audio/visual source information. Final Cut Studio includes the following software applications designed to provide a seamless integrated platform for handling audio/visual source information: (1) Final Cut Pro; (2) Soundtrack Pro; (3) Motion; (4) DVD Studio Pro; and (5) Compressor.</p> <p><u>Quicktime Pro</u> Apple's Quicktime Pro is a software product that runs on an Apple Computer and/or Windows PC, and which is specifically designed to handle audio/visual source information. Apple's Quicktime Pro is part of a suite of Quicktime products, including Quicktime Player, Quicktime Pro, Quicktime Broadcaster, and Quicktime Streaming Server. These charts apply to Quicktime Pro versions 5, 6 or 7.</p> <p><u>Quicktime Streaming Server (QTSS)</u> QTSS handles audio/video source information and delivers audio/visual information to clients running Quicktime player.</p> <p>"QuickTime Streaming Software" collectively refers to QuickTime Broadcaster, QuickTime Streaming Server Publisher and QuickTime Streaming Server.</p> <p>Apple's Xserve servers come with the QuickTime Streaming Software preinstalled. The Mac OS X Server software package includes all of the QuickTime Streaming Software and can be installed on Apple computers.</p>
<p>receiving audio/video source information, said audio/video source information comprising a multiplicity of video frames collectively constituting at least one full motion video program;</p>	<p><u>Final Cut Studio</u> Final Cut Studio (including for example, Final Cut Pro) receives a wide variety of audio/visual source information via a PCI card; a Firewire port; or tape.</p>

U.S. PATENT NO. 5,995,705

ELEMENTS IN ACCUSED INSTRUMENTALITY

The following table identifies the FireWire and PCI input ports used to receive audio/visual information:

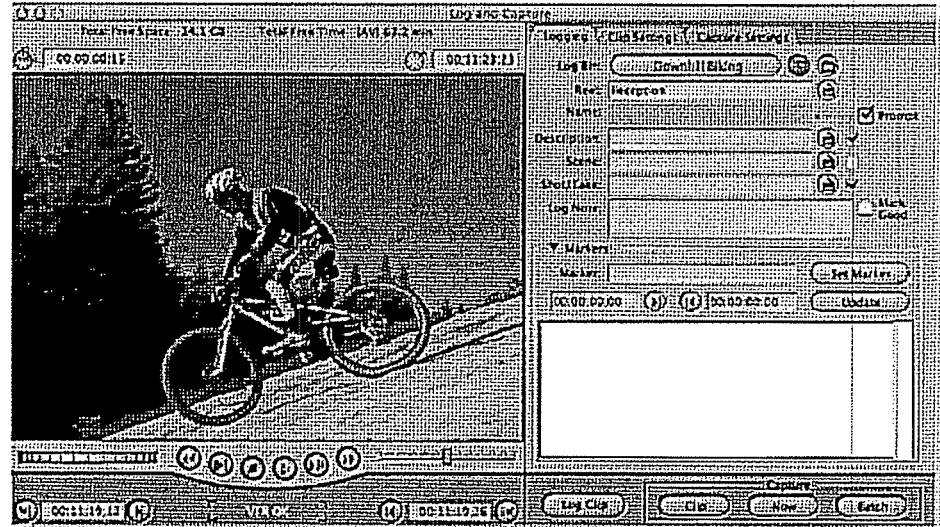
Formats supported in Final Cut Pro 5

Format	Frame rate	Data rate	YUV	I/O	Use
OfflineRT	25, 29.97	Variable	4:1:1	FireWire	Offline for DV. Real-time down convert from DV source on capture.*
				PCI	Offline for SD. Real-time down convert from SD source on capture.*
	23.976, 24	Variable	4:1:1	PCI or FireWire	Offline for film and HD. Use Cinema Tools to reverse telecine from 29.97 source.
DV, DVCAM, and DVCPR0	25, 29.97	3.6 MBps	4:1:1	FireWire	Native DV editing.
				PCI	Offline for SD. Real-time down convert from SD source on capture.*
	23.976, 24	2.8 MBps	4:1:1	FireWire	Offline for film or HD from 29.97 source. Native Panasonic AG-DVX100 editing (23.976 only).
IMX (50 Mbps)	25, 29.97	7 MBps	4:2:2	Not applicable; editing only	Broadcast news and some episodic production. Ingest and output require lossless MXF to QuickTime file flip through third-party Telestream software (Flip4Mac).
				PCI	Offline for HD. Real-time down convert from HD source on capture.*
DVCPR0 50	25, 29.97	7 MBps	4:2:2	FireWire	Native DVCPR0 50 editing.
	23.976, 24	5.7 MBps	4:2:2	FireWire	Native Panasonic AJ-SDX900 editing (23.976 only).
Uncompressed SD	25, 29.97	20 MBps	4:2:2	FireWire	8- and 10-bit SD online and finishing.
				PCI	8- and 10-bit SD online and finishing.
HDV	25, 29.97, 30p	3.6 MBps	4:2:0	FireWire	Native HDV editing (long GOP MPEG-2).
DVCPR0 HD	23.976, 24,	5.7-15 MBps	4:2:2	FireWire	Native DVCPR0 HD editing. Not all I/O devices support all formats and frame rates.
	25, 29.97,				
	30, 50, 60				
Uncompressed HD	23.976, 24,	90-230 MBps	4:2:2	PCI	8- and 10-bit HD online and finishing. 10- and 12-bit dual-link 4:4:4 RGB for conforming and finishing.
	25, 29.97,				
	30, 50, 60				

U.S. PATENT NO. 5,995,705

ELEMENTS IN ACCUSED INSTRUMENTALITY

The log and capture screen from **Final Cut Pro** is shown below for receiving audio/visual information from tape:



http://images.apple.com/finalcutstudio/pdf/20050621_FinalCutPro_Product_Overview.pdf

Quicktime Pro

Quicktime Pro receives audio/visual source information, including video frames constituting a full motion video program, on a variety of ports on the Apple Computer, including:

- Wired or wireless Ethernet device;
- USB port;
- FireWire port;
- Audio line input;
- Optical digital audio input;

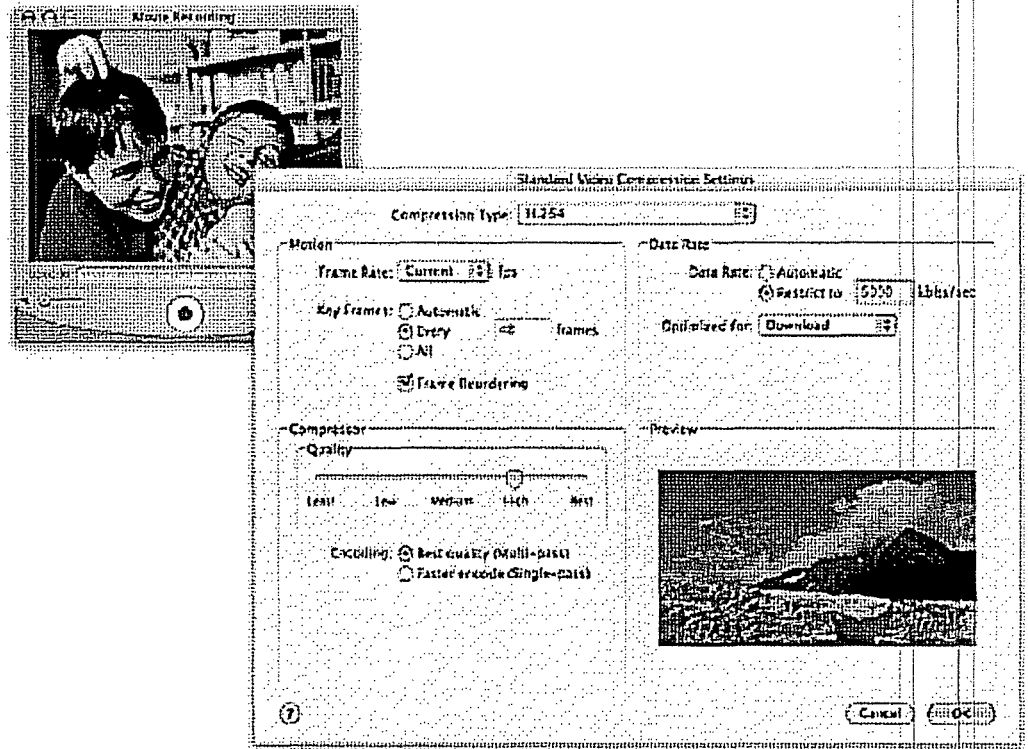
U.S. PATENT NO. 5,995,705	ELEMENTS IN ACCUSED INSTRUMENTALITY
	Built-in microphone and/or iSight or other built-in camera.
<p>compressing the received audio/video source information into a digital time compressed representation thereof, the digital time compressed representation of said audio/video source information having an associated burst transmission time period that is substantially shorter than a time period associated with real time viewing by a receiver of said audio/video source information;</p>	<p><u>Final Cut Studio</u></p> <p>Compressor 2 provides a number of compression techniques (or codec algorithms running on a processor) for compressing audio/visual information. The Compressor codecs, which are integrated with other Apple software applications, can provide a compressed representation of audio/visual information with a lower data rate.</p> <p>The Compressor software can identify the format and frame rate for particular types of transmissions, including Web Downloading.</p> <p>Final Cut Pro also includes the capability of compressing audio/video source information into a time compressed representation.</p> <p><u>Quicktime Pro</u></p> <p>Quicktime Pro provides a number of codecs for compressing video and audio.</p> <p>Apple's Tech Brief on Quicktime 7 states:</p> <p>QuickTime 7 Pro allows you to create crystal-clear video using the state-of-the-art H.264 video codec. Developed by Apple, the implementation of this industry-standard codec in QuickTime includes a set of advanced technologies and patent-pending techniques to create pristine video at low data rates. Innovative Apple features include:</p> <p>http://images.apple.com/quicktime/pdf/QuickTime7_Tech_Brief_V2.pdf.</p> <p>Quicktime Pro also allows audio/visual files to be compressed in a manner that optimizes the transfer of audio/visual information via downloads, as the following screen shot indicates ("Optimized for Download"):</p>

U.S. PATENT NO. 5,995,705

ELEMENTS IN ACCUSED INSTRUMENTALITY

QuickTime Pro

QuickTime Pro is an incredibly powerful yet easy-to-use application for content creation on Mac computers and Windows PCs. Loaded with features for creating professional-quality content with just a few clicks, QuickTime Pro will convert you from movie watcher to moviemaker in no time. For everything from making quick edits or replacing an audio track, to creating a full HD video or playing movies in full screen, QuickTime Pro is the perfect application for all of your media needs.



QuickTime 7 Pro for Mac OS X provides single-click audio and video recording for easy creation of video postcards. Both Mac and Windows users can easily create stunning H.264 video.

storing the digital time compressed representation of said audio/video source information; and

Final Cut Studio

U.S. PATENT NO. 5,995,705	ELEMENTS IN ACCUSED INSTRUMENTALITY
	<p>Final Cut Studio saves and/or exports the time compressed audio/visual information to a selected destination on the disk. Final Cut includes Media Manager that permits editors to store audio/visual information:</p> <p>Quicktime Pro</p> <p>Quicktime Pro similarly saves time compressed audio/visual information to a selected destination.</p> <p>QTSS</p> <p>The compressed audio and video content is stored by the Apple server pre-installed with QuickTime Streaming Software. For example, QuickTime Publisher is used to store.</p>
<p>transmitting, in said burst transmission time period, the stored digital time compressed representation of said audio/video source information to a selected destination.</p>	<p>QTSS</p> <p>QuickTime Streaming Server Software (either by itself or in conjunction with Apple Webserver Software, <i>i.e.</i>, Apache Webserver) enables faster than real-time transmission of compressed audio/video source information, which transmission is substantially shorter than the real time viewing period by Progressive Download (a.k.a. Fast Start). This technology enables audio/video source information to be played/viewed before the information is fully downloaded and the download time is shorter than the play back time.</p>
<p>Claim 13</p>	
<p>The method of claim 12, further comprising the steps of:</p>	<p>See claim 1</p>
<p>editing the stored time compressed representation of said audio/video source information; and</p>	<p>Final Cut Studio</p> <p>Final Cut Studio, including Final Cut Pro and Soundtrack Pro, are designed to provide editing of audio/visual information both on an individual frame basis or on a global basis.</p> <p>Quicktime Pro</p> <p>Quicktime Pro provides extensive editing capabilities for content creation on an Apple Computer or Windows based PC.</p>

U.S. PATENT NO. 5,995,705	ELEMENTS IN ACCUSED INSTRUMENTALITY
storing the edited time compressed representation of said audio/video source information.	<p><u>Final Cut Studio</u> Final Cut Studio saves the edited time compressed representation, as indicated in claim 12.</p> <p><u>Quicktime Pro</u> Quicktime Pro saves the edited audio/visual information as indicated in claim 12.</p>

EXHIBIT E

EXHIBIT E

**Burst.com U.S. Patent No. 4,963,995, Claims 1, 2, 3, 7, 8, 9, 16, 20-28 and 80
Accused Instrumentality: Apple Computer with iMovie HD Installed**

U.S. PATENT NO. 4,963,995	INFRINGEMENT
Claim 1	
An audio/video transceiver apparatus comprising:	Apparatus is an Apple Computer with iMovie HD software installed.
input means for receiving audio/visual source information;	<p>One or more of the following components in an Apple Computer with iMovie HD software installed (which components receive audio/visual source information):</p> <ul style="list-style-type: none"> Optical and/or analog audio line in; FireWire port; Built-in iSight; and/or Built-in microphone.
compression means, coupled to said input means, for compressing said audio/video source information into a time compressed representation thereof having an associated time period that is shorter than a time period associated with a real time representation of said audio/video source information;	Central processing unit in Apple Computer with iMovie HD software installed (which compresses the audio/video source information into a time compressed representation (e.g., in MPEG-1, MPEG-2, or MPEG-4 format) that has a time period shorter than real time playback).
random access storage means, coupled to said compression means, for storing the time compressed representation of said audio/video	Hard drive and/or other system memory in Apple computer with iMovie HD software installed (which random access storage stores the time compressed representation).

EXHIBIT E

Burst.com U.S. Patent No. 4,963,995, Claims 1, 2, 3, 7, 8, 9, 16, 20-28 and 80

Accused Instrumentality: Apple Computer with iMovie HD Installed

U.S. PATENT NO. 4,963,995	INFRINGEMENT
source information; and	
output means, coupled to said random access storage means, for receiving the time compressed audio/video source information stored in said random access storage means for transmission away from said audio/video transceiver apparatus.	<p>One or more of the following components which receive audio/visual source information stored in random access storage for transmission away in an Apple Computer with iMovie HD software installed:</p> <p>Wired or wireless Ethernet device (via installed iWeb software);</p> <p>USB port.</p>
Claim 2	
An audio/video transceiver apparatus as in claim 1 further comprising editing means, coupled to said random access storage means, for editing the time compressed representation of said audio/video source information stored in said random access storage means and for restoring the edited time compressed representation of said audio/video source information in said random access storage means;	Central processing unit and other hardware in Apple Computer with iMovie HD installed (which edits the time compressed representation of audio/video source information and restores the edited time compressed representation in memory)
and wherein said output means is operative for receiving the edited time compressed representation of said audio/video source information stored in said random access storage means for transmission away from said audio/video transceiver apparatus.	See Claim 1 (the identified output means receives the edited time compressed representation stored in memory for transmission away).