EXHIBIT B cont.

Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook with Respect to US 7,822,813

US 7,822,813	Facebook Products
	
17. The system of Claim 16, further configured to cause:	
buffering of a flow of data associated with a multimedia document from the multimedia resource.	The Facebook system is configured to cause a multimedia document to buffer at the users' respective client devices. This allows the users to view the media component in an uncompressed form as it flows from Facebook. The screen shot below indicates that the video is buffering by the word "loading" and the moving bars highlighted by the arrow.

EXHIBIT B cont.
Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook with Respect to US 7,822,813

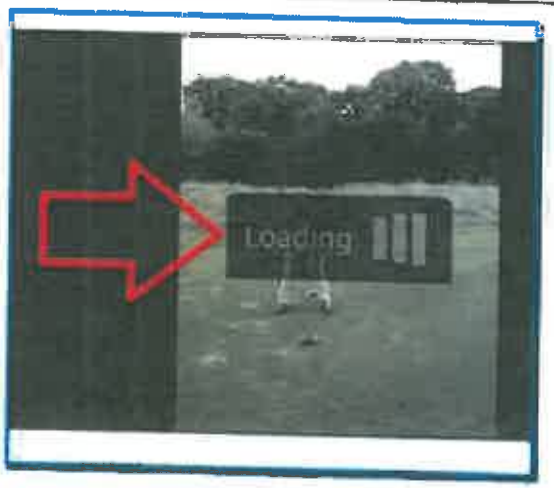
US 7,822,813	Facebook Products
	
19. The system of Claim 11, further comprising at least one storage facility in communication with the wide area network, the storage facility configured to store at least one of pointers and hyperlinks to at least one component of a multimedia document.	The Facebook system comprises storage facilities in communication with the wide area network, the internet. The Facebook system stores components of multimedia documents on these storage facilities, including hyperlinks. For example, as shown with respect to claim 3, some of the media components include stored hyperlinks that take a user, accessing this multimedia document, to other multimedia documents, other functions, other user's profile pages, etc.

EXHIBIT B cont.
Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook with Respect to US 7,822,813

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	 The screenshot above shows another representation of a multimedia document, this time with a slideshow, showing hyperlinks circled. The screenshot below illustrates, for one hyperlink on the multimedia document, the underlying URL is from Facebook (i.e., http://www.facebook.com/video/videos.php?of=54302919 as shown in the "Properties" tab.)

EXHIBIT B cont.

Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook with Respect to US 7,822,813

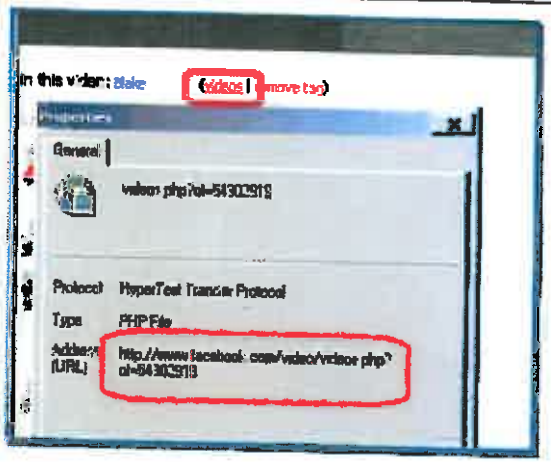
US 7,822,813	Facebook Products
	 The Facebook system is also configured to allow users to access and view media from various third party storage devices. These are referenced by a hyperlink. Examples include access to content from advertisers/sponsors, as shown in the screen shot below.

EXHIBIT B cont.
Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook with Respect to US 7,822,813

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	 Clicking on the "MatrixDirect" ad (circled) takes a user to https://www.matrixdirect.com/request-a-quote/term-life-insurance-quotes?DNIS=9892 as shown below.

EXHIBIT B cont.
Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook with Respect to US 7,822,813

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20. The system of Claim 19, wherein the storage facility is further configured to store time-sensitive media and time-insensitive media.	The Facebook system is configured to store both time sensitive multimedia such as video, and also time insensitive multimedia such as still graphics and text. The screenshots below show them all.

EXHIBIT B cont.
Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook with Respect to US 7,822,813

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EXHIBIT B cont.
Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook with Respect to US 7,822,813

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EXHIBIT C

EXHIBIT C

Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook[1] with Respect to U.S. Patent 7,730,132

US 7,730,132	Facebook Products
1. A multimedia storage server comprising:	The Facebook Server(s) on which one or more of the components of the multimedia document (e.g. video, annotations, comments, tags, hyperlinks, graphics, still images, slideshows, timestamps, etc) are stored.
a network interface to simultaneously provide a first client device and a second client device with audio-video network connections for editing, on the multimedia storage server, at least one of a plurality of components of a multimedia document that includes video and that is stored on the multimedia storage server,	The Facebook servers present a network interface that provides internet / IP connections to connect users' client devices with Facebook. Facebook multimedia documents are stored as components on Facebook servers. When a user accesses the Facebook multimedia document that contains video and comments, the URL is a Facebook URL, indicating storage within the Facebook servers or servers under the control of, or affiliated with, Facebook. A Facebook user sees representations of multimedia documents on their respective client devices, made up of components. One such representation is shown in the screenshot below. Here, a video component is linked to this multimedia document using HTML code. Facebook allows users to edit components of multimedia documents by, for example, annotating, commenting, adding links, etc. to the multimedia document. The screenshots below also show the video and various additions.

[1] For purposes of Plaintiff's infringement contentions with respect to this and all other asserted claims, "Facebook Products" includes these expressly identified Accused Instrumentalities (including their various versions and releases) as well as other Facebook products, systems, servers, services, technologies and methods (regardless of their labels, names or identifiers) made, used, sold, offered for sale, or otherwise distributed in the United States on or after June 1, 2010 that have at least the same or substantially the same functionalities or features of the expressly identified Accused Instrumentalities.

EXHIBIT C cont.

Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook with Respect to U.S. Patent 7,730,132

US 7,730,132	Facebook Products
	 The network interface allows for simultaneous access of multimedia documents. The following screenshot shows two users simultaneously viewing the same video. Note that the video progress bars show that each user is simultaneously viewing different parts of the same video.

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	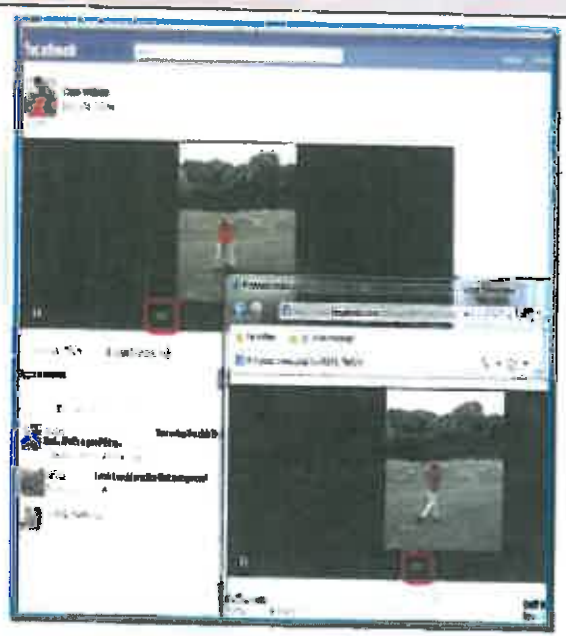 Simultaneous access is further demonstrated by the fact that both users *Jose* and *Marie* added comments at the same time (i.e. "2 seconds ago"). 

US 7,730,132	Facebook Products
wherein structural relationships among the plurality of components form a basis for at least spatial layout and order of presentation of the multimedia document, and	The spatial layout and structural relationship between the different components, such as video, user identifying icons, text, boxes, etc of the multimedia document are shown in the screen shot above. HTML defines the spatial layout of the multimedia document that users view on the webpages. The HTML code and referenced CSS files define the structure of the document including the position and layout of the text, graphics, colors, font, etc. as well as the order of presentation. The order of presentation of this document is demonstrated by what happens when the user accesses the document containing the video. Here, the order of presentation is shown by first displaying the keyframe before the video is played (below left), and the playing video, only after a user clicks on the "play" arrow (below right). 

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	 This screenshot shows the structural, spatial layout of the multimedia document, including its components of text, still graphics, annotations and video.
wherein editing includes inserting respective first and second sets of annotations in the multimedia document and	Facebook allows third-party users to insert comments (annotations) in a multimedia document. These comments (annotations) become part of the document itself. The screenshot below shows comments (annotations) circled. User comments on videos are described at the Facebook help page at http://www.facebook.com/help/?faq=12410&ref_query=how+do+i+comment+on+a+video **How do I comment on a video?** When viewing a video that you are allowed to comment on, you should see a "Write a comment..." box

EXHIBIT C cont.

Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook with Respect to U.S. Patent 7,730,132

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	below the video." 

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	 Users can also annotate their own video as shown by the screenshot above, which shows how a user can insert annotations to a multimedia document through a "title," and "description." See http://www.dummies.com/how-to/content/how-to-tag-and-edit-videos-in-facebook.html
to simultaneously provide a third client device with access to the video portion of the edited multimedia document and to at least the first and second sets of annotations; and	Other Facebook users can view the edited multimedia document including the added annotations, and watch the associated video. The following screenshot shows two users simultaneously viewing the same video. Note that the video progress bars show that each user is simultaneously viewing different parts of the same video.

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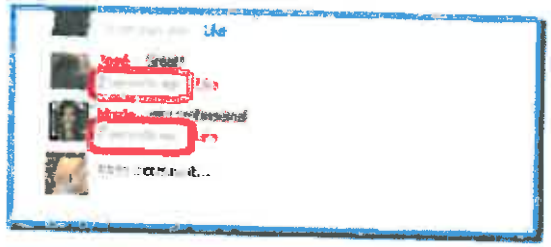
	 Simultaneous access is further demonstrated by the fact that both users *Jose* and *Marie* added comments at the same time (i.e. "2 seconds ago"). 

EXHIBIT C cont.

Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook with Respect to U.S. Patent 7,730,132

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a storage interface to interface with storage facilities, the storage facilities to store video received from the first client device and the second client device respectively as first and second multimedia documents,	Facebook provides one or more interfaces to its servers. These servers store the video media uploaded by users as a component of a multimedia document. The process of interfacing with the storage facilities is illustrated below:  The Facebook help center explains how to interface with the storage facilities to upload video at: http://www.facebook.com/help/?faq=13382&ref_query=how+do+i+upload+a+video Note: When a user accesses the Facebook multimedia document that contains video and comments, the URL is a Facebook URL, indicating storage within the Facebook servers or servers under the control or affiliated with of, or affiliated with, Facebook. The screenshot below shows a representation of a multimedia document. A "second" multimedia document would have the same format but different content.

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wherein the multimedia storage server is configured to: receive from at least two of the first, second, and third client devices, requests for access to the edited multimedia document,	The Facebook multimedia storage server allows multiple users to request and access, or view, the multimedia documents. Multimedia documents that have been edited for example, with annotations, comments, links, etc., may be accessed by the users. These requests come to the Facebook servers from the users' client devices over the internet using IP protocol. The screenshot below shows a Facebook multimedia document that includes edits: for example, annotations, comments, links, etc. added by other users. This user has accessed this edited multimedia document over the internet using IP protocol.

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	 As can be seen from this screenshot, multiple users, (e.g. *Blake, Kathy*) have requested access, received access and added comments to this multimedia document.
provide simultaneous access to the edited multimedia document including at least the first and second sets of annotations to the client devices requesting access, and	Multiple Facebook users can view edited multimedia documents such as annotated videos. This can be done simultaneously. The screenshot below shows two users simultaneously accessing the same multimedia document including the video and annotations.

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	Simultaneous access is further demonstrated by the fact that both users *Jose* and *Marie* added comments at the same time (i.e. "2 seconds ago").
	

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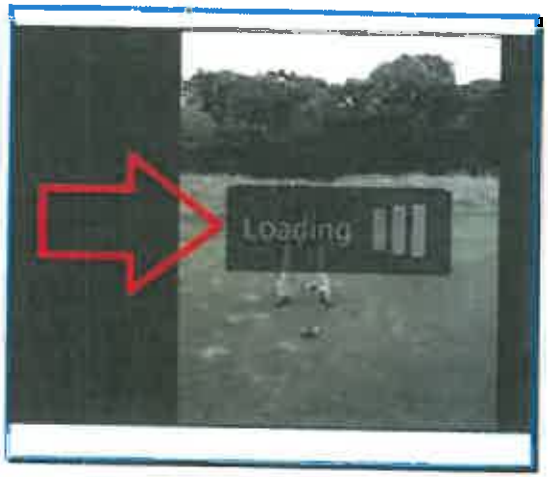
provide simultaneous access to the edited multimedia document to the client devices requesting access by enabling transfer of at least the video portion of the edited multimedia document to the client devices requesting access, and	Simultaneous access is shown above. When multiple users request to view a video, (simultaneously or otherwise) it is transferred to the respective client devices to allow them to watch the video. The screen shot below shows the video transferring, or buffering by the word "loading" and the moving bars highlighted by the arrow. This allows a Facebook user to view the video uncompressed, after it flows from the Facebook servers. 
wherein the client devices requesting access to the edited multimedia document include respective decompression modules to decompress the transferred edited multimedia document for playback.	When a Facebook video is stored on the Facebook server, it is compressed. See analysis at claim 2. It is transferred in a compressed format to the user. Thus, when it is played back, it must be decompressed, using Adobe Flash, for example. Facebook's use of Adobe Flash to view videos is explained at: http://www.facebook.com/help/?faq=12400&ref_query=adobe **"Uploading and Viewing Videos** **I can't view videos.**

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	Please ensure that you have the latest version of a supported browser... Please ensure that you have the latest version of a supported browser installed. Please download the latest version of **Adobe Flash**." Decompression at the client device can be seen from the Wikipedia description of Adobe Flash Video at http://en.wikipedia.org/wiki/Flash_Video. See specifically, the section under the heading "Delivery options." Photos on Facebook are also decompressed files. The following is taken from http://www.facebook.com/help/?search=.jpg "I can't upload my photos using the Flash Uploader. If you are having trouble uploading photos using the Flash Uploader, c... If you are having trouble uploading photos using the Flash Uploader, check out the following trouble-shooting tips: -Try using an unedited version of the image: Editing the photo using third party software may cause it to upload incorrectly or fail to upload entirely. -Check the dimensions of the photo: Make sure that the length or width of the photo you are uploading is not more than three times longer than the other dimension. Check the photo format: We only support certain types of image formats, so we recommend using **.jpg, .bmp, .png, .gif, and .tiff files."** These are compression formats for photos. The following is taken from: http://en.wikipedia.org/wiki/JPEG "In computing, JPEG . . . is a commonly used method of lossy compression for digital photography (image). . . . . The most common filename extensions for files employing JPEG compression are **.jpg** and .jpeg, though .jpe, .jfif and .jif are also used."

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2. The multimedia storage server of claim 1, further comprising: compression engines to compress video received from the first client device and the second client device over the audio-video network connections and	Facebook uses compression engines to compress video uploaded from users over the internet / IP connections. This is evidenced by the following, taken from: http://www.facebook.com/help/?page=833 "Facebook uses the H.264 video codec and main-profile AAC (also known as MPEG-4 Audio) for audio, muxed inside the MP4 container. /help/?faq=14478 **Facebook FAQs** **What conversion processes are used when encoding my video on Facebook?** Video scaling uses the bicubic algorithm. Facebook uses the H.264 video codec and main-profile AAC (also known as MPEG-4 Audio) for audio, muxed inside the MP4 container. **How can I optimize the quality of my videos?** Generally, the best format to upload is H.264 video with AAC audio in MOV or MP4 format. H.264 currently offers the best video compression available, and due to file size limitations, this format is the optimal choice for Facebook Video. To avoid the rescaling of your video by Facebook's encoder, use a file with the larger edge of the video not exceeding 1280px. If your video is less than 1280px in size on the larger edge, try to keep your dimensions to multiples of 16px for best compression. Keep the frame rate of your video at or below 30fps." The following is from http://www.facebook.com/help/?faq=12406 "Video Uploading and Viewing Videos What formats of videos can I upload? Facebook supports almost all video file types. Here is the complete list: 3g2 (Mobile Video), 3gp (Mobile Video), 3gpp (Mobile Video), asf (Windows Media Video), avi (AVI Video), dat (MPEG Video), divx (DIVX Video), dv (DV Video), f4v (Flash Video), flv (Flash Video), m2ts (M2TS Video), m4v (MPEG-4 Video), mkv (Matroska Format), mod (MOD Video), mov (QuickTime Movie), mp4 (MPEG-4 Video), mpe (MPEG Video), mpeg (MPEG Video), mpeg4 (MPEG-4 Video), mpg (MPEG Video), mts (AVCHD Video), nsv (Nullsoft Video), ogm (Ogg Media Format), ogv (Ogg Video Format), qt (QuickTime Movie),

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	tod (TOD Video), ts (MPEG Transport Stream), vob (DVD Video), wmv (Windows Media Video)"
to store the compressed audio-video respectively as first and second multimedia documents.	Different videos are stored as components of different multimedia documents. When stored, these videos are compressed (see above). These documents are stored by Facebook on Facebook servers, as demonstrated by the fact that, when a user accesses a Facebook multimedia document, the URL is a Facebook URL indicating storage within Facebook or servers under the control of, or affiliated with, Facebook. Likewise, if the user plays video on the user's Facebook multimedia document, the URL is a Facebook URL.  The screenshot above shows a representation of a multimedia document. A "second" multimedia document would have the same format but different content.

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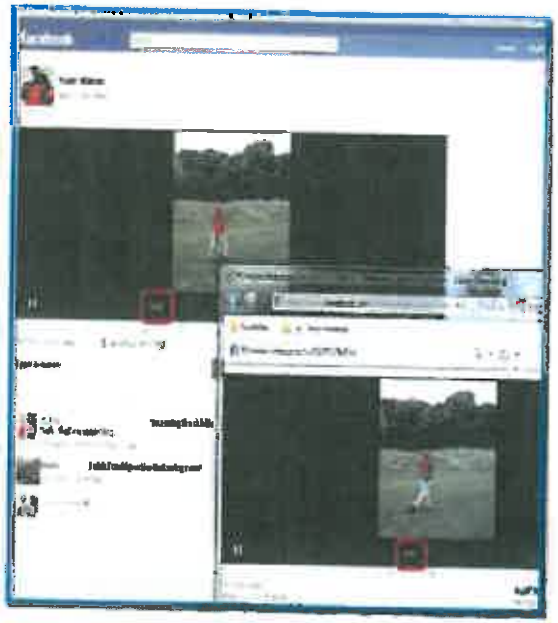
3. The multimedia storage server of claim 1, further configured to perform at least one of creating, naming, time-stamping, retrieving, deleting, tagging, content-searching and playing back at least a portion of the multimedia document.	As shown in the description for Claims 1 and 10, and the screenshot below, Facebook is configured for at least creating (self evident), naming (video name is "Golf Swing"), retrieving (self evident), deleting (see the circled functionality allowing 'deleting'), tagging (see description of tagging at Claim 12), and playback (self evident) of at least a portion of the multimedia document, the video for example. 

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	 The screenshot above shows the ability to delete video.
4. The multimedia storage server of claim 1, further comprising: a decompression module to decompress the multimedia document.	Facebook converts the video files it receives from users into another format. This requires decompressing (using decompression modules) at the Facebook servers and then recompressing also at the Facebook servers, a process known as Video Encoding. See, for example, the Face FAQ at http://www.facebook.com/help/?page=833#!/help/?faq=12401 **"What does it mean when it says my video is encoding?** Unlike photos, the video-upload process isn't always immediate. The video files you upload need to be converted into another format, which can take some time. To see all of your videos that are currently encoding, go to the "Videos Encoding" tab of the My Videos page. The following is from: http://www.facebook.com/help/?faq=12406 "Video Uploading and Viewing Videos What formats of videos can I upload? Facebook supports almost all video file types. Here is the complete list: 3g2 (Mobile Video), 3gp

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	(Mobile Video), 3gpp (Mobile Video), asf (Windows Media Video), avi (AVI Video), dat (MPEG Video), divx (DIVX Video), dv (DV Video), f4v (Flash Video), flv (Flash Video), m2ts (M2TS Video), m4v (MPEG-4 Video), mkv (Matroska Format), mod (MOD Video), mov (QuickTime Movie), mp4 (MPEG-4 Video), mpe (MPEG Video), mpeg (MPEG Video), mpeg4 (MPEG-4 Video), mpg (MPEG Video), mts (AVCHD Video), nsv (Nullsoft Video), ogm (Ogg Media Format), ogv (Ogg Video Format), qt (QuickTime Movie), tod (TOD Video), ts (MPEG Transport Stream), vob (DVD Video), wmv (Windows Media Video)" Photos on Facebook are also decompressed files. The following is taken from http://www.facebook.com/help/?search=.jpg "I can't upload my photos using the Flash Uploader. If you are having trouble uploading photos using the Flash Uploader, c... If you are having trouble uploading photos using the Flash Uploader, check out the following trouble-shooting tips: -Try using an unedited version of the image: Editing the photo using third party software may cause it to upload incorrectly or fail to upload entirely. -Check the dimensions of the photo: Make sure that the length or width of the photo you are uploading is not more than three times longer than the other dimension. Check the photo format: We only support certain types of image formats, so we recommend using .jpg, .bmp, .png, .gif, and .tiff files." These are compression formats for photos. The following is taken from: http://en.wikipedia.org/wiki/JPEG "In computing, JPEG . . . is a commonly used method of lossy compression for digital photography (image). . . . . The most common filename extensions for files employing JPEG compression are .jpg and .jpeg, though .jpe, .jfif and .jif are also used."

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5. The multimedia storage server of claim 1, wherein enabling simultaneous file transfer of the multimedia document to two of the client devices requesting access of the multimedia document is over a local area network and a wide area network respectively.	The Facebook servers enable multiple users to view the same video simultaneously. This entails simultaneous transfer of the multimedia document to multiple users who request it. The screenshot below shows two users simultaneously accessing the same multimedia document. The video progress bars are playing the video in different places indicating that the users are independently and simultaneously viewing the same video. Transfer of the document is made to the requesting client devices. This is done over a local area when access is from an office, business, home or other local network and / or the internet, which is a wide area network.  Simultaneous access is further demonstrated by the fact that both users *Jose* and *Marie* added comments at the same time (i.e. "2 seconds ago").

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6. The multimedia storage server of claim 1, is further configured to: perform backup of the multimedia document.	Standard industry practice for a major data center would require backup replication.
7. The multimedia storage server of claim 1, wherein the multimedia document is stored on the storage facilities that comprise a plurality of disks, and	Standard industry practice for a major data center would require multiple disks for backup replication.

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wherein the multimedia storage server is further configured to: perform replication of the multimedia document on at least two of the plurality of disks.	Standard industry practice for a major data center would require multiple disks for backup replication.
8. The multimedia storage server of claim 1, wherein the multimedia document is stored on the storage facilities that are internal to the audio-video storage device.	The Facebook multimedia document is stored on Facebook storage facilities that are internal to the storage device. When a user accesses a Facebook multimedia document, the URL is a Facebook URL indicating storage within Facebook or servers under the control of, or affiliated with, Facebook.
9. The multimedia storage server of claim 1, further configured to support go-to operations including at least one of a group consisting of a frame-number based operation and a time-code based operation.	Facebook users can "go to" any portion of a video in playback mode.  As can be seen from the above video stored on a Facebook server, the server supports go-to operations including time code based operation. The above video is 29 seconds long. A viewer of the video can "go-to" any selected part of the video by moving the time bar below the video to a selected time duration of the video. In the above example, the viewer used the go-to bar at the bottom of the video to move the video to the 10 second portion of the video. The video progress bar displays a moving line, indicating the currently played time.

EXHIBIT C cont.

Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook with Respect to U.S. Patent 7,730,132

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10. A method of providing access to multimedia documents, comprising:	The method of providing access occurs on the Facebook Server(s) on which one or more of the components of the multimedia document (e.g. video, annotations, comments, tags, hyperlinks, graphics, still images, slideshows, timestamps, etc.) are stored. Facebook multimedia documents are stored as components on Facebook servers. A Facebook user sees representations of multimedia documents on their respective client devices, made up of components. One such representation is shown in the screenshot below. Here, a video component is linked to this multimedia document using HTML code. It also includes components such as a photo identifying a user (see top left), various forms of text, a "box" for entering comments, as well as other images. 
at a multimedia storage server	The Facebook Server(s).

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storing video as a multimedia document;	 Facebook servers store the video media uploaded by users as a component of a multimedia document. The multimedia document is created / edited, for example, when a user stores a video. It, along with its associated still images, comments, timestamps, etc. creates / edits a multimedia document. When a user accesses the Facebook multimedia document that contains video and comments, the URL is a Facebook URL, indicating storage within the Facebook servers or servers under the control of, or affiliated with, Facebook.

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defining structural relationships among individual components of the multimedia document;	 The spatial layout and structural relationship between the different components, such as video, user identifying icons, text, boxes, still graphics, annotations, etc of the multimedia document are shown in the screen shot above. HTML defines the spatial layout of the multimedia document that users view on the webpages. The HTML code and referenced CSS files define the structure of the document including the position and layout of the text, graphics, colors, font, etc. as well as the order of presentation.

EXHIBIT C cont.

Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook with Respect to U.S. Patent 7,730,132

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receiving a first request for audio-video network connections from a first client device for editing at the multimedia storage server at least one of the components of the multimedia document, wherein the structural relationships among the components form a basis for at least spatial layout and order of presentation of the multimedia document, and wherein editing includes inserting a first set of annotations in the multimedia document;	The Facebook servers allow users through their respective client devices to request an IP / internet connection to various multimedia documents. Facebook multimedia documents are stored as components on Facebook servers. When a user accesses the Facebook multimedia document that contains video and comments, the URL is a Facebook URL, indicating storage within the Facebook servers or servers under the control of, or affiliated with, Facebook. A Facebook user sees representations of multimedia documents on their respective client devices, made up of components. One such representation is shown in the screenshot below. Here, a video component is linked to this multimedia document using HTML code. HTML defines the spatial layout of the multimedia document that users view on the webpages. The HTML code and referenced CSS files define the structure of the document including the position and layout of the text, graphics, colors, font, etc. as well as the order of presentation. The order of presentation of this document is demonstrated by what happens when the user accesses the document containing the video. Here, the order of presentation is shown by first displaying the keyframe before the video is played (below left), and the playing video, only after a user clicks on the "play" arrow (below right). 

EXHIBIT C cont.

Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook with Respect to U.S. Patent 7,730,132

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	Once connected, a user can edit at least one of the components of the multimedia document. Edits can include, for example, annotating, commenting, adding links, etc. Facebook allows third-party users to insert comments (annotations) in a multimedia document. These comments (annotations) become part of the document itself. The screenshot below shows comments (annotations) circled. User comments on videos are described at the Facebook help page at http://www.facebook.com/help/?faq=12410&ref_query=how+do+i+comment+on+a+video **How do I comment on a video?** When viewing a video that you are allowed to comment on, you should see a "Write a comment..." box below the video." 

EXHIBIT C cont.

Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook with Respect to U.S. Patent 7,730,132

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	 Users can also annotate their own video as shown by the screenshot above, which shows how a user can insert annotations to a multimedia document through a "title," and "description." See http://www.dummies.com/how-to/content/how-to-tag-and-edit-videos-in-facebook.html

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receiving a second request for audio-video network connections from a second client device for editing at the multimedia storage server at least one of the components of the multimedia document, wherein the structural relationships among the components form a basis for at least spatial layout and order of presentation of the multimedia document, and wherein editing includes inserting a second set of annotations in the multimedia document;	See previous element "receiving a first request…" Note multiple users can annotate the multimedia document. Just as the request was made above, the same occurs in the event of a second request.

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receiving a third request for audio-video network connections from a third client device for playback of video associated with the edited multimedia document stored on the multimedia storage server, wherein the third request is communicated using IP protocol over a local network;	 Any user can request playback of a video associated with a multimedia document. This includes playback of the edited multimedia document. This request can be done over the internet i.e., using IP protocol, over a local area when access is from an office, business, home or other local network.
receiving a fourth request for audio-video network connections from a fourth client device for playback of video associated with the edited multimedia document	Any user can request playback of a video associated with a multimedia document. This includes playback of the edited multimedia document, as seen above in "receiving a third request…" This request can be done over the internet, which is a wide area network, i.e., using IP protocol.

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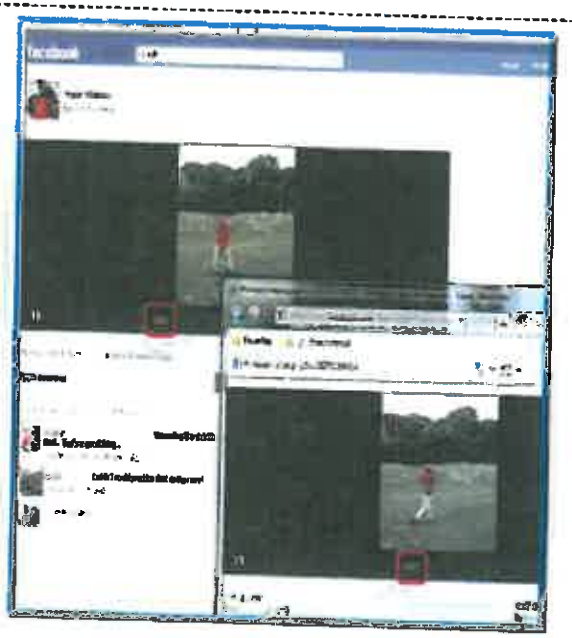
stored on the multimedia storage server, wherein the fourth request is communicated using IP protocol over a wide area network;	
providing simultaneous access to content of the edited multimedia document to the third client device and the fourth client device over the local network and the wide area network respectively by enabling transfer of at least video of the edited multimedia document to the third and fourth client devices for decompressing at the third and fourth client devices respectively; and simultaneous to providing access to the video of the edited multimedia document to the third client device and the fourth client device, providing access to the third client device and the fourth client device to at least the first and second sets of annotations.	 Multiple Facebook users can view an edited multimedia document simultaneously as shown in the above screenshot. Viewing the multimedia document shows the user both the video and all associated annotations to that multimedia document. This is done over a local area when access is from an office, business, home or other local network and / or the internet, which is a wide area network. The "transfer of the video is

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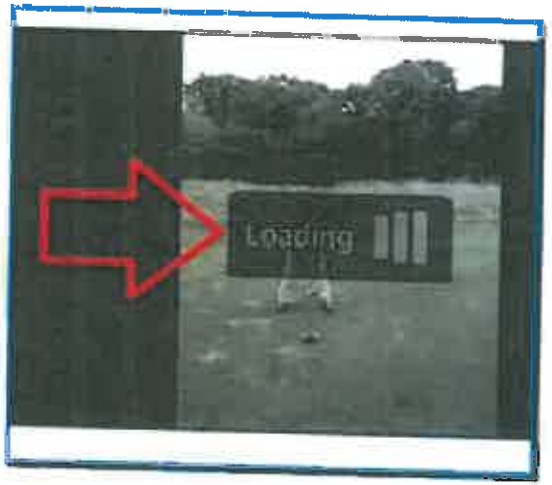
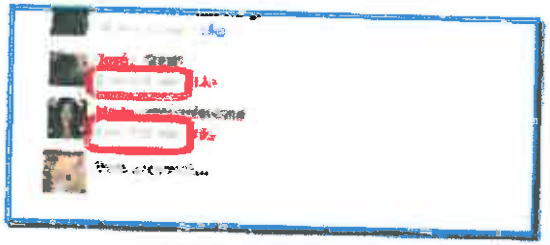
	shown by the text "Loading" (See arrow) below indicating buffering.  Simultaneous access is further demonstrated by the fact that both users *Jose* and *Marie* added comments at the same time (i.e. "2 seconds ago").  When a Facebook video is stored on the Facebook server, it is compressed. See analysis at claim 2. It is transferred in a compressed format to the user. Thus, when it is played back, it must be

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	decompressed, using Adobe Flash, for example. Facebook's use of Adobe Flash to view videos is explained at: http://www.facebook.com/help/?faq=12400&ref_query=adobe **Uploading and Viewing Videos** **I can't view videos.** Please ensure that you have the latest version of a supported browser... Please ensure that you have the latest version of a supported browser installed. Please download the latest version of **Adobe Flash**. Decompression at the client device can be seen from the Wikipedia description of Adobe Flash Video at http://en.wikipedia.org/wiki/Flash_Video. See specifically, the section under the heading "Delivery options." The following is from http://www.facebook.com/help/?faq=12406 "Video Uploading and Viewing Videos What formats of videos can I upload? Facebook supports almost all video file types. Here is the complete list: 3g2 (Mobile Video), 3gp (Mobile Video), 3gpp (Mobile Video), asf (Windows Media Video), avi (AVI Video), dat (MPEG Video), divx (DIVX Video), dv (DV Video), f4v (Flash Video), flv (Flash Video), m2ts (M2TS Video), m4v (MPEG-4 Video), mkv (Matroska Format), mod (MOD Video), mov (QuickTime Movie), mp4 (MPEG-4 Video), mpe (MPEG Video), mpeg (MPEG Video), mpeg4 (MPEG-4 Video), mpg (MPEG Video), mts (AVCHD Video), nsv (Nullsoft Video), ogm (Ogg Media Format), ogv (Ogg Video Format), qt (QuickTime Movie), tod (TOD Video), ts (MPEG Transport Stream), vob (DVD Video), wmv (Windows Media Video)"

EXHIBIT C cont.

Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook with Respect to U.S. Patent 7,730,132

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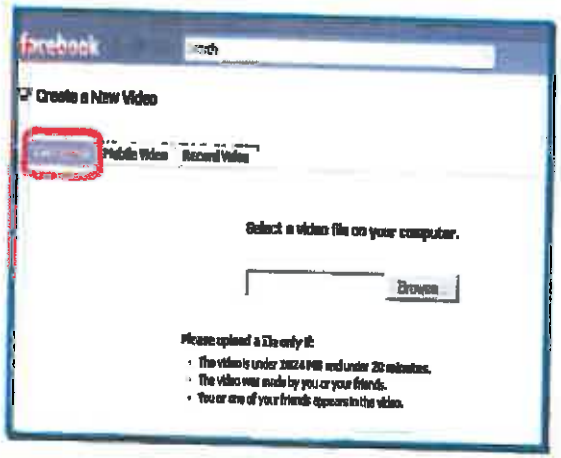
11. The method of claim 10, further comprising: storing video received from the first client device and the second client device respectively as components of first and second multimedia documents.	See claim 2, second part. Facebook stores the uploaded videos as components of different multimedia documents as shown in the screenshot below.  The screenshot below shows a representation of a multimedia document. A "second" multimedia document would have the same format but different content.

EXHIBIT C cont.

Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook with Respect to U.S. Patent 7,730,132

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EXHIBIT C cont.

Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook with Respect to U.S. Patent 7,730,132

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12. The method of claim 11, further comprising: tagging data associated with the first multimedia document such that the tagged data can be searched later to access a selected portion of the first multimedia document.	Tagging data can be added to a multimedia document to allow other users to search for that document. Other users can find all photos or videos with a particular user "tagged" in that media component by viewing that user's page. Once added, tags become associated with the multimedia document. The following, taken from http://www.facebook.com/help/?faq=12561&ref_query=tag, shows how a tagged photo can be associated with a particular user and then searched for by searching for that tagged user. **How can I get photos to appear in the "Photos of Me" section of my profile?** For a photo to appear in the profile section labeled "Photos and Video... For a photo to appear in the profile section labeled "Photos and Videos of You," you need to be tagged in the photo. To tag yourself, take these steps: -Click "Tag This Photo" link when you viewing a photo of yourself. -Click on your face in the photo. -Enter your name. -Click "Done Tagging" below the photo after entering your tag. The photo will now display on your profile. Keep in mind that tagging a photo does not change the privacy settings set by its owner, so your friends may not be able to see all the photos you can see in this section of your profile. The following is taken from: http://www.facebook.com/help/?faq=18512&ref_query=tag+video **How do I tag my friends in a video?** To tag one or more of your friends in a video: Navigate to the video... To tag one or more of your friends in a video: 1. Navigate to the video you wish to tag. 2. Click "Tag This Video" at the bottom-right of screen, underneath the video. 3. Type the name of your each friend you wish to tag in the tpe-ahead box and click on their name when it is displayed. Do this for each friend you wish to tag. Click "Done Tagging" when you are finished. The following is taken from: http://www.facebook.com/help/?search=finding+tagged+friends#!/help/?faq=13407 **What is photo tagging?**

EXHIBIT C cont.

Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook with Respect to U.S. Patent 7,730,132

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	You can identify your friends in a photo by tagging the image. **A tag will link to the profile of the tagged friend and cause the photo to display in the photos section of their profile.** The five most recently tagged photos will also appear at the top of the profile. You can only tag your friends in photos, but you can tag any photo you are able to view. If you tag a photo that was not uploaded by a friend, the owner of the photo will need to approve the tag."
13. The method of claim 11, further comprising: performing at least one of creating, naming, time-stamping, retrieving, deleting, tagging, content-searching and playing back at least a portion of the multimedia document.	See claim 3. As shown in the description for Claims 1 and 10, and the screenshot below, Facebook is configured for at least creating (self evident), naming (video name is "Golf Swing"), retrieving (self evident), deleting (see the circled functionality allowing 'deleting'), tagging (see description of tagging at Claim 12), and playback (self evident) of at least a portion of the multimedia document, the video for example.

EXHIBIT C cont.

Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook with Respect to U.S. Patent 7,730,132

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14. The method of claim 10, further comprising: compressing a respective audio-video input received from the first client device and the second client device.	See claim 2, first part. Facebook compresses the uploaded videos from users. The following is taken from: http://www.facebook.com/help/?page=833 "Facebook uses the H.264 video codec and main-profile AAC (also known as MPEG-4 Audio) for audio, muxed inside the MP4 container. /help/?faq=14478 **Facebook FAQs** **What conversion processes are used when encoding my video on Facebook?** Video scaling uses the bicubic algorithm. Facebook uses the H.264 video codec and main-profile AAC (also known as MPEG-4 Audio) for audio, muxed inside the MP4 container. **How can I optimize the quality of my videos?** Generally, the best format to upload is H.264 video with AAC audio in MOV or MP4 format. H.264 currently offers the best video compression available, and due to file size limitations, this format is the optimal choice for Facebook Video. To avoid the rescaling of your video by Facebook's encoder, use a file with the larger edge of the video not exceeding 1280px. If your video is less than 1280px in size on the larger edge, try to keep your dimensions to multiples of 16px for best compression. Keep the frame rate of your video at or below 30fps."

EXHIBIT C cont.

Plaintiff Pragmatus AV LLC's PLR 3-1 Disclosure of Asserted Claims and Infringement Contentions to Facebook with Respect to U.S. Patent 7,730,132

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15. The method of claim 10, further comprising: performing replication of the stored multimedia document on at least two of a plurality of disks of storage facilities that are associated with the multimedia storage server.	See claim 7. Standard industry practice for a major data center would require multiple disks for backup replication.
16. The method of claim 15, wherein the storage facilities are internal to the multimedia storage server.	See claim 8. The Facebook multimedia document is stored on Facebook storage facilities that are internal to the storage device. When a user accesses a Facebook multimedia document the URL is a Facebook URL indicating storage within Facebook or servers under the control of, or affiliated with, Facebook.
17. The method of claim 10, further comprising: performing backup of the multimedia document.	See claim 6. Standard industry practice for a major data center would require backup replication.