

EXHIBIT 2

Claim Chart For Adobe Showing Indirect Infringement Of The '906 Patent Through Flash Authoring Tools and Direct and Indirect Infringement Via Players

Claim	Claim Language	Evidence
1pre	A method for running an application program in a computer network environment, comprising:	<p>In addition to the direct infringement of this claim shown in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) - Adobe also indirectly, by induced and/or contributory infringement, infringes all elements of this claim through its Flash authoring tools, including but not limited to:</p> <ul style="list-style-type: none"> • Flash Professional • Flash Platform (which includes Flash Professional, see Application Programming, Web App Adobe Flash Platform, http://www.adobe.com/flashplatform/) • Creative Suite 4 Production Premium (which includes Flash Professional, see Creative Suite 4: Compare Editions, http://www.adobe.com/products/creativesuite/compare/) • Creative Suite 4 Design Premium (which includes Dreamweaver and Flash Professional, see Creative Suite 4: Compare Editions, http://www.adobe.com/products/creativesuite/compare/) • Creative Suite 4 Web Premium (which includes Dreamweaver and Flash Professional, see Creative Suite 4: Compare Editions, http://www.adobe.com/products/creativesuite/compare/) • Creative Suite 4 Web Standard (which includes Dreamweaver and Flash Professional, see Creative Suite 4: Compare Editions, http://www.adobe.com/products/creativesuite/compare/) • Creative Suite 4 Master Collection (which includes Dreamweaver and Flash Professional, see Creative Suite 4: Compare Editions, http://www.adobe.com/products/creativesuite/compare/) • Flex (Flex is a web authoring tool for creating web applications. Flex offers an alternative to the Flash platform for creating such content. Flex is capable of providing substantially the same flash-authoring functionality as Flash Professional because flash elements can be embedded in

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		<p>Flex applications. Adobe suggests that Flash Professional and Flex be used together to create content.)</p> <ul style="list-style-type: none"> ○ See Flex 3: FAQ, http://www.adobe.com/products/flex/faq/. "How is Flex different from Flash? Both Flash and Flex applications are rendered in the browser using Flash Player and on the desktop using the Adobe AIR runtime. Flash is the leading authoring tool for web developers, multimedia professionals, animators, and videographers who want to create interactive content. Developers may find it difficult to use the Flash tool to create applications. Flex provides developers who know traditional programming technologies like Java, PHP, Ajax, and .NET with an easy-to-learn application framework to create RIAs. In addition, developers can embed flash elements inside a Flex application. Using the Flex Component Kit for Flash, Flash developers can create customer Flex components." ○ See Flex 3: FAQ, http://www.adobe.com/products/flex/faq/. "Can I create content in Flash and use it in Flex? Yes, developers using Flex Builder 3 can easily import custom Flex components developed using the Flex Component Kit for Flash with Flash CS3 Professional." ○ See Creating a video sharing web application using Flex, Flash Media Server, and Flash Media Encoding Server, http://www.adobe.com/devnet/flashmediaserver/articles/video_sharing_web_app.html (demonstrating how to create your own social media application using Flash or Flex, with the author adding "Note: I chose to build the front end using Flex Builder, but it is also possible to build this in Adobe Flash."). ○ See Using Adobe Flex Builder 3, p. 93, available at http://livedocs.adobe.com/flex/3/using_fb_flex3.pdf. "You use Adobe® Flex® Builder™

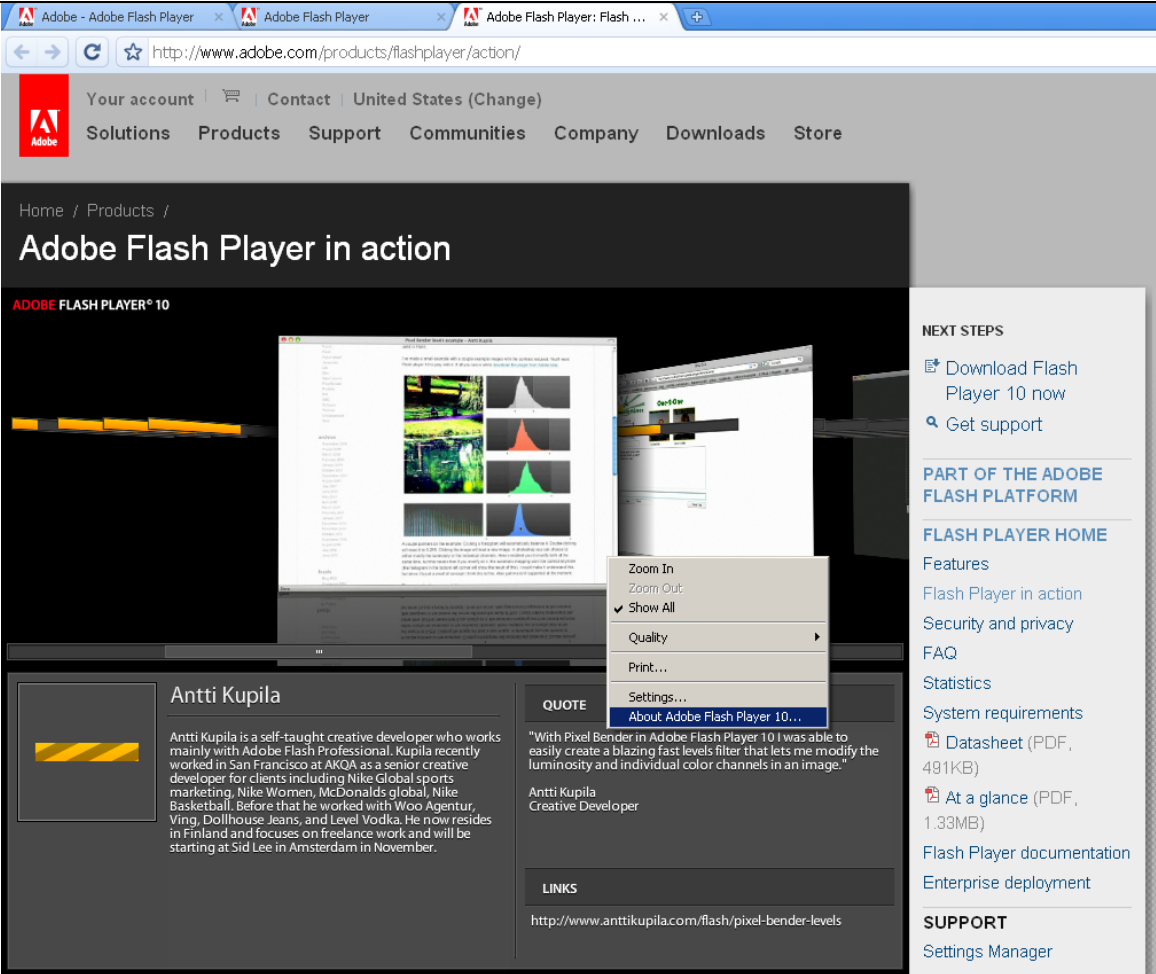
Claim	Claim Language	Evidence
		<p>to create applications that change their appearance depending on tasks performed by the user. For example, the base state of the application could be the home page and include a logo, sidebar, and welcome content. When the user clicks a button in the sidebar, the application dynamically changes its appearance (its state), replacing the main content area with a purchase order form but leaving the logo and sidebar in place.”</p> <ul style="list-style-type: none"> ○ See Using Adobe Flex Builder 3, p. 99, available at http://livedocs.adobe.com/flex/3/using_fb_flex3.pdf. “You use Adobe Flex Builder to create behaviors that add animation and motion to a component in response to user or programmatic action. For example, you can create a behavior for a TextInput component that causes it to bounce slightly when the user tabs to it, or you can create a behavior for a Label component that causes it to fade out when the user passes the mouse over it.” ● Director (Director is a software authoring tool. Director is capable of providing substantially the same flash-authoring functionality as Flash Professional because Director supports Flash software and video created with Flash technology. Furthermore, Adobe suggests that Flash Professional and Director be used together to create content.) <ul style="list-style-type: none"> ○ See Getting Started with Adobe Director, https://admin.adobe.acrobat.com/_a295153/gettingstartedwithdirector (video explaining the types of files that can be created with Director). ○ See Game Development Software, Multimedia Authoring Tool Adobe Director, http://www.adobe.com/products/director/. “Top Features in Director 11.5 [include] . . . [s]upport for Adobe Flash® 9 software and video created with Flash technology.” ○ See Game Development Software, Multimedia Authoring Tool Adobe Director, http://www.adobe.com/products/director/. “Adobe® Director® 11.5 and Adobe

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		<p>Shockwave® Player software help you create and publish compelling interactive games, demos, prototypes, simulations, and eLearning courses for the web, Mac and Windows® desktops, DVDs, and CDs. Integrate virtually any major file format, including FLV and native 3D content, for the greatest return on your creativity.”</p> <ul style="list-style-type: none"> ○ See Game Development Software, Multimedia Authoring Tool Adobe Director 11.5: Features, http://www.adobe.com/products/director/features/. “Expand your creative options by seamlessly importing content created with Adobe® Flash® 9 software into your applications. Launch Flash (version 8 or earlier) from within Adobe Director® software and have your changes saved automatically.” ○ See Game Development Software, Multimedia Authoring Tool Adobe Director 11.5: Features, available at http://www.adobe.com/products/director/features/all_features/ (click on “3D and 2D interactivity”). “Create sophisticated 3D and 2D interactivity more efficiently with the Flash Asset Xtra, which enables easy interaction between ActionScript® objects and JavaScript syntax or Lingo scripting — or a combination of the two.” ○ See Using Adobe Director 11.5, p. 193, available at http://help.adobe.com/en_US/Director/11.5/UsingDirector/director_11.5_help.pdf. “To add complex media and new capabilities to your Adobe® Director® movie, you can use Flash® content, Flash components, other Director movies, and ActiveX controls. Each of these multimedia formats has interactive capabilities that are preserved by Director. . . . Director provides you with a set of Flash built-in components, which are movie clips with defined parameters. Use these components to add user interface elements, such as buttons and check boxes to your movies. You can use these components and set properties and events without having Flash installed.”

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		<ul style="list-style-type: none"> o See Using Adobe Director 11.5, p. 204, available at http://help.adobe.com/en_US/Director/11.5/UsingDirector/director_11.5_help.pdf. "With Director, you can create Flash ActionScript objects and access all of their properties and methods. You can create a wide variety of Flash objects, including arrays, dates, Booleans, XML objects, and net connection objects for use with Flash Media Server. If you have authored Flash content that contains ActionScript classes that generate custom objects, you can access those objects in script as well. You can also create references to existing ActionScript objects with the <code>getVariable()</code> method." o See Using Adobe Director 11.5, p. 194, available at http://help.adobe.com/en_US/Director/11.5/UsingDirector/director_11.5_help.pdf. "All Flash cast members added to a Director movie must have been created with Flash 2.0 or later and saved in the Flash format (SWF). <p style="margin-left: 40px;">Use the following procedure to create a Flash cast member and set properties for it at the same time. You can also import a cast member by using the Import command or by dragging and dropping an SWF file to the Director Cast window."</p> <ul style="list-style-type: none"> • Dreamweaver (Dreamweaver is a web authoring tool for building websites and applications. Dreamweaver is capable of providing substantially the same flash-authoring functionality as Flash Professional because Dreamweaver offers incorporated support for Flash, allowing embedding of files created in Flash Professional. Furthermore, Adobe suggests that Flash Professional and Dreamweaver be used together to create content.) <ul style="list-style-type: none"> o See Adobe Dreamweaver CS4: FAQ, http://www.adobe.com/products/dreamweaver/faq/ (click "Product Information"). "What other technologies are integrated with Dreamweaver? Dreamweaver CS4 has incorporated support for the following technologies: . . . Flash — Enjoy enhanced embedding of SWF and FLV files with

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		<p>Dreamweaver CS4.”</p> <ul style="list-style-type: none"> ○ See <i>also</i> Inserting Flash Content, <i>available at</i> http://livedocs.adobe.com/dreamweaver/8/using/18_med15.htm. “You can use Dreamweaver to insert Flash content in your pages. To insert a SWF file (Flash content): [Steps to insert flash content are presented].” ○ See <i>also</i> Editing Flash Content in Dreamweaver, <i>available at</i> http://livedocs.adobe.com/dreamweaver/8/using/17_oth16.htm (providing step-by-step instructions on how to open and edit Flash content inserted from Dreamweaver). ○ See <i>also</i> Downloading and installing Flash elements, <i>available at</i> http://livedocs.adobe.com/dreamweaver/8/using/18_med16.htm. “To use Flash elements in your web pages, you must first add the elements to Dreamweaver using the Extension Manager.” <ul style="list-style-type: none"> ● Indesign CS4 (Indesign is a design and publishing tool. Indesign is capable of providing substantially the same flash-authoring functionality as Flash Professional because Indesign offers the ability to create content for playback in Flash Player. Furthermore, Adobe suggests that Flash Professional and Indesign be used together to create content. <ul style="list-style-type: none"> ○ See Adobe Indesign CS4, http://www.adobe.com/products/indesign/ (“Deliver an engaging SWF-based magazine complete with animation, interactivity, video, and sound using InDesign CS4 and Flash CS4 Professional.”). <p>and any other tools used to create flash or similar content.</p> <p>For example, users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) run an application program in a computer network environment. In addition, Adobe provides the infrastructure (e.g. the authoring</p>

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		tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.

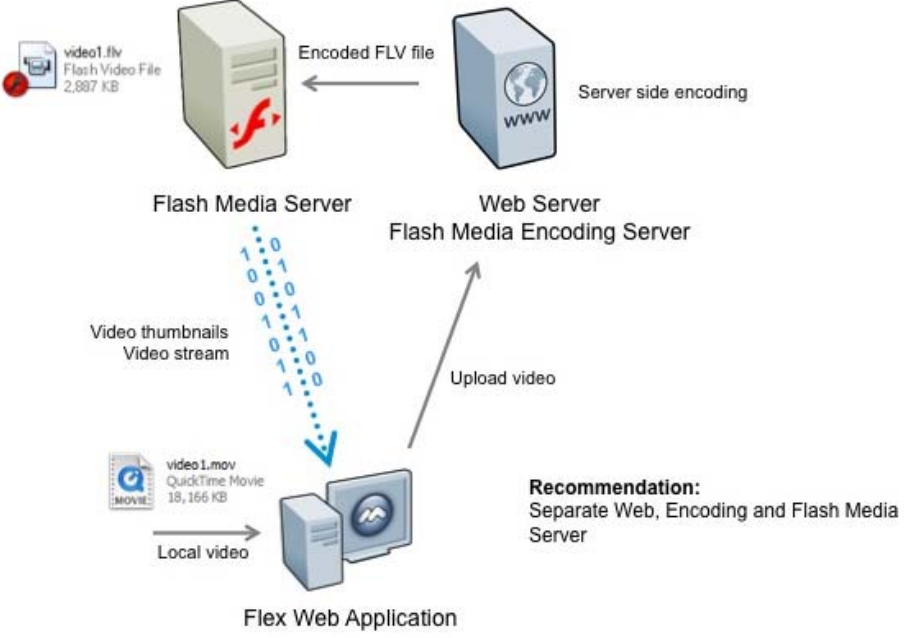
Claim	Claim Language	Evidence
		 <p>The screenshot shows the Adobe website page for 'Adobe Flash Player in action'. The main heading is 'Adobe Flash Player in action'. Below it, there is a section for 'Antti Kupila' with a quote: 'With Pixel Bender in Adobe Flash Player 10 I was able to easily create a blazing fast levels filter that lets me modify the luminosity and individual color channels in an image.' The quote is attributed to Antti Kupila, Creative Developer. A 'LINKS' section below the quote provides the URL: http://www.anttikupila.com/flash/pixel-bender-levels. On the right side of the page, there is a 'NEXT STEPS' section with links for 'Download Flash Player 10 now' and 'Get support'. Below that is a 'PART OF THE ADOBE FLASH PLATFORM' section with a 'FLASH PLAYER HOME' link. Further down, there are links for 'Features', 'Flash Player in action', 'Security and privacy', 'FAQ', 'Statistics', and 'System requirements'. At the bottom, there is a 'SUPPORT' section with links for 'Settings Manager', 'Flash Player Support Center', and 'LICENSING' with a link for 'EULA'.</p> <p>Want to experience the power of Adobe® Flash® Player software for yourself? This collection of sites shows you some of the innovative ways in which developers are creating rich, expressive content for Flash Player today.</p> <p>Source: Adobe Flash Player: Flash Player in Action,</p>

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		<p data-bbox="604 245 1318 272">http://www.adobe.com/products/flashplayer/action/.</p> <p data-bbox="604 342 2001 613">Citation 1pre(2): Adobe Extends Flash Platform to Digital Home, p. 3, <i>available at</i> http://www.adobe.com/aboutadobe/pressroom/pressreleases/pdfs/200904/042009FlashDigitalHome.pdf. “The Adobe Flash Platform is a complete system of integrated tools, frameworks, clients and servers for the development of Web applications, content and video that runs consistently across operating systems and devices. Adobe Flash Player content reaches over 98 percent of Internet-enabled desktops, and Adobe Flash technology is the No. 1 platform for video on the Web.”</p> <p data-bbox="604 683 2001 954">Citation 1pre(3): Adobe Flash CS3 Professional User Guide, p. 148, <i>available at</i> http://livedocs.adobe.com/flash/9.0/UsingFlash/flash_cs3_help.pdf (hereinafter “Flash User’s Guide”). “You can use Adobe® Photoshop® and Adobe® Flash® together to create visually compelling web-based applications, animations, or interactive messaging elements. Photoshop lets you create still images and artwork, providing a high degree of creative control. Flash lets you bring those still images together and incorporate them into interactive Internet content.”</p> <p data-bbox="604 1024 2001 1344">Citation 1pre(4): Introducing the Adobe Flash Platform, http://www.adobe.com/devnet/flashplatform/articles/flashplatform_overview.html. “The Adobe Flash Platform is an integrated set of technologies, including client runtimes, tools, frameworks, services, and servers that together provide everything you need to create and deliver compelling applications, rich media content, and video to the widest possible audience. This combination of powerful development tools, a near universal client runtime, and an open-source, yet supported framework make it the ideal choice for rich Internet application solutions for any size project and business.”</p>

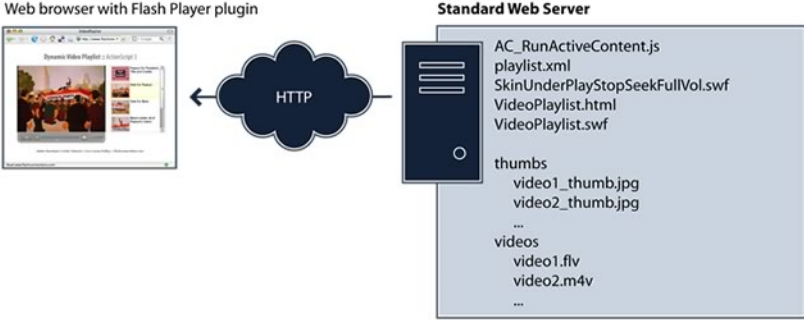
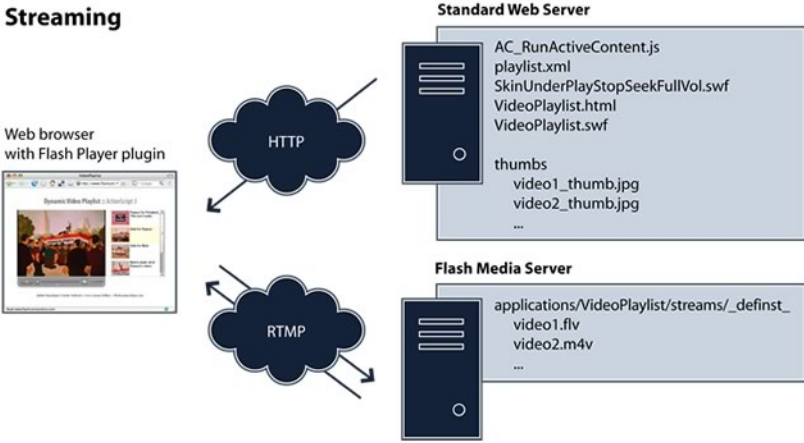
Claim	Claim Language	Evidence
		<p>Citation 1pre(5): Creating a Simple Document in Flash CS4 Professional, <i>available at http://www.adobe.com/devnet/flash/articles/flash_cs4_createfla.html</i>. “Adobe Flash CS4 Professional is an authoring tool that designers and developers use to create presentations, applications, and other content that enables user interaction. . . . The SWF format is extremely well suited for delivery over the Internet because its files are very small.”</p> <p><i>See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, the players identified below, either alone and/or in combination with Adobe Flash authoring tools, also infringe all elements of this claim directly and indirectly (through contributory and/or induced infringement):</p> <ul style="list-style-type: none"> • Flash Player <ul style="list-style-type: none"> ○ See http://www.adobe.com/products/flashplayer/ (“Flash Player is a cross-platform browser plug-in that delivers breakthrough Web experiences to over 99% of Internet users.”). • Flash Player 10.1 <ul style="list-style-type: none"> ○ See http://www.adobe.com/devnet/flashplayer/articles/mobile_demos_fp10.1.html “Adobe Flash Player 10.1 public prerelease is the first runtime release of the Open Screen Project that enables uncompromised web browsing of expressive applications, content, and video across devices. With support for a broad range of mobile devices, including smartphones, netbooks, and other Internet-connected devices, Flash Player 10.1 beta allows your content to reach your customers wherever they are. ”). ○ See http://www.adobe.com/devnet/logged_in/jchurch_flashplayer10.1.html (“With this

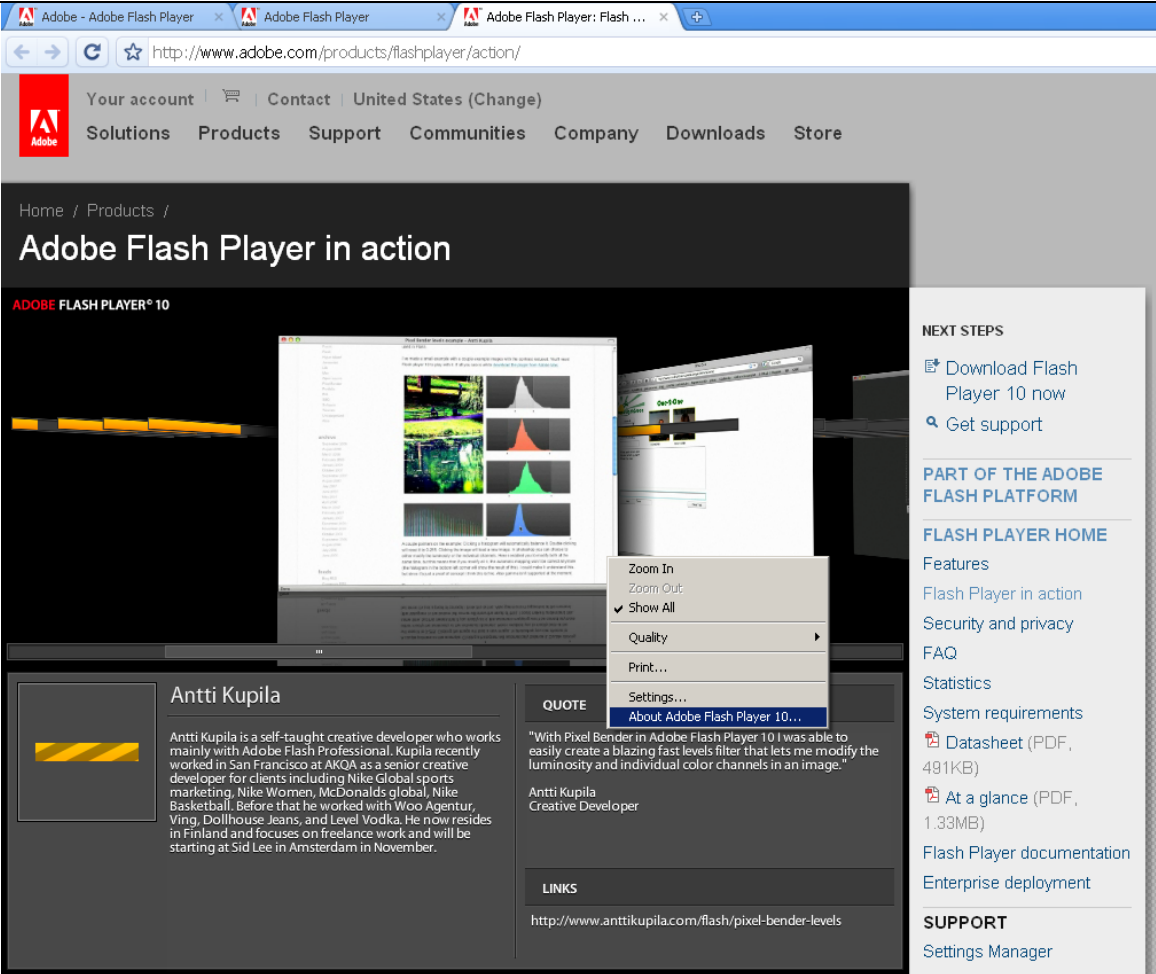
Claim	Claim Language	Evidence
		<p>first realization of the Open Screen Project, we have been working internally and with our partners to produce Flash Player 10.1 for Palm webOS, Google Android, Nokia Symbian, and Microsoft Windows Mobile operating systems. On these devices, you will be able to install and update Flash Player and view SWF content in the browser, just as you would on the desktop.”).</p> <ul style="list-style-type: none"> ○ See http://www.adobe.com/devnet/flashplayer/articles/mobile_demos_fp10.1.html (For example, in the video for the Palm Pre, the narrator notes that the content “immediately started up playing” and did so “in” the browser window, to allow you to “interact” with the content.). ● Flash Player for Pocket PC <ul style="list-style-type: none"> ○ See http://www.adobe.com/products/flashplayer_pocketpc/ (“Pocket PC is a popular platform for mobile devices that supports a wide range of multimedia features. Flash Player 7 for Pocket PC enables developers and publishers to quickly and easily deploy rich interactive Flash content and applications for Windows Mobile 5 and Pocket PC 2003 devices. Developers can view Flash content within Pocket IE or full-screen using third-party software, or deploy stand-alone Flash applications, which requires the Distribution Kit.”). ○ See http://www.adobe.com/devnet/mobile/articles/flash_chat.html (“This tutorial demonstrates how to create an interactive chat room using Macromedia Flash on Pocket PC devices.”). ● Flash Lite <ul style="list-style-type: none"> ○ See http://www.adobe.com/products/flashlite/ (“Based on the Adobe® Flash® Platform, Adobe Flash Lite® 3 is a highly optimized implementation of the Flash runtime for mobile phones, consumer electronic devices, and Internet-connected digital home

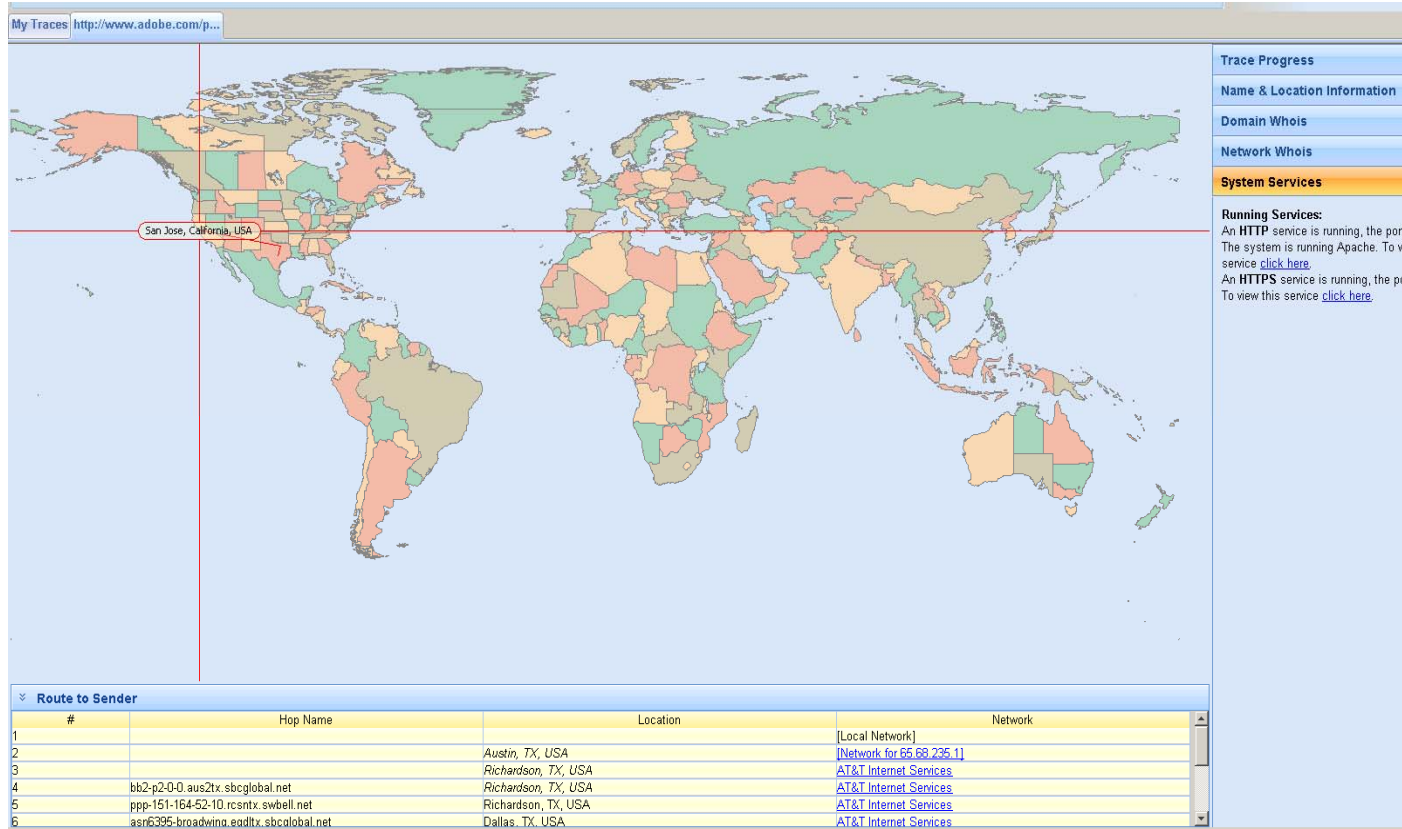
Claim	Claim Language	Evidence
		<p>devices.”).</p> <ul style="list-style-type: none"> • Shockwave <ul style="list-style-type: none"> ○ See http://www.adobe.com/products/shockwaveplayer/ (“Over 450 million Internet-enabled desktops have installed Adobe Shockwave Player. These people now have access to some of the best the Web has to offer - including dazzling 3D games and entertainment, interactive product demonstrations, and online learning applications. Shockwave Player displays Web content that has been created by Adobe Director.”).
1a	<p>providing at least one client workstation and one network server coupled to said network environment, wherein said network environment is a distributed hypermedia environment;</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) operate in a network environment that provides at least one client workstation and one network server coupled to said network environment, wherein said network environment is a distributed hypermedia environment. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p>

Claim	Claim Language	Evidence
		 <p>The diagram illustrates a video sharing architecture. At the bottom, a 'Local video' (video1.mov, QuickTime Movie, 18,166 KB) is processed by a 'Flex Web Application'. An arrow labeled 'Upload video' points from the Flex Web Application to a 'Flash Media Encoding Server'. This server then sends an 'Encoded FLV file' to a 'Flash Media Server'. The Flash Media Server provides 'Video thumbnails' and a 'Video stream' to the Flex Web Application. A 'Web Server' is also shown, with an arrow labeled 'Server side encoding' pointing to the Flash Media Server. A 'Recommendation' box states: 'Separate Web, Encoding and Flash Media Server'.</p> <p>Source: Creating a video sharing web application using Flex, Flash Media Server, and Flash Media Encoding Server, http://www.adobe.com/devnet/flashmediaserver/articles/video_sharing_web_app.html.</p>

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		<p>The diagram illustrates a user's interaction with two websites, a.com and b.com. At the top left, under 'a.com', there is a server icon and a document icon labeled 'SWF file'. At the top right, under 'b.com', there is a server icon, a document icon labeled 'Policy file', and a document icon labeled 'Resources'. In the center, a user icon is shown with a computer. Four numbered arrows indicate the following actions: (1) 'Browse' from the user to a.com; (2) 'Permission' from the user to b.com; (3) 'Read Data' from b.com to the user; and (4) 'Upload' from the user to a.com.</p> <p>Source: Policy file changes in Flash Player 9 and Flash Player 10, http://www.adobe.com/devnet/flashplayer/articles/fplayer9_security_03.html.</p>

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		<p>Progressive</p> <p>Web browser with Flash Player plugin</p>  <p>Streaming</p> <p>Web browser with Flash Player plugin</p>  <p>Source: Web video template: Dynamic video playlist,</p> <p>http://www.adobe.com/devnet/flash/articles/video_playlist_print.html.</p>

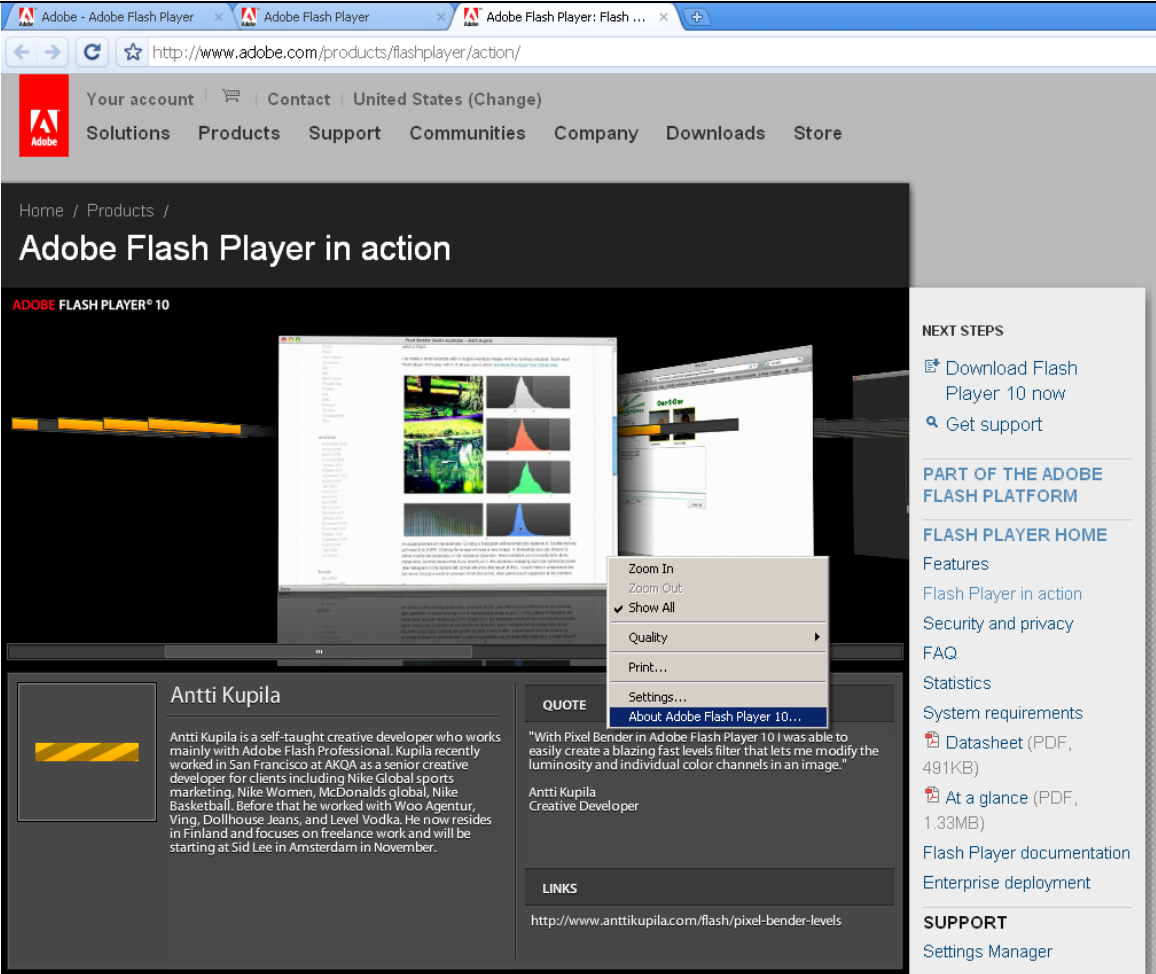
Claim	Claim Language	Evidence
		 <p data-bbox="611 1230 1501 1315">Want to experience the power of Adobe® Flash® Player software for yourself? This collection of sites shows you some of the innovative ways in which developers are creating rich, expressive content for Flash Player today.</p> <p data-bbox="611 1356 2009 1388">Source: Adobe Flash Player: Flash Player in Action,</p>

Claim	Claim Language	Evidence
		<p data-bbox="604 248 1318 277">http://www.adobe.com/products/flashplayer/action/.</p>  <p data-bbox="604 1166 1759 1195">Source: Visualware's Visual IP Trace 2009, http://www.visualiptrace.com/index.html.</p> <p data-bbox="604 1263 1997 1339">Citation 1a(6): Adobe Flash Platform Speeds Web Innovation Across Desktops and Devices, p. 3, available at</p> <p data-bbox="604 1360 1997 1390">http://www.adobe.com/aboutadobe/pressroom/pressreleases/pdfs/200910/100509FlashPlatformUmbr</p>

Claim	Claim Language	Evidence
		<p data-bbox="604 248 1997 613">ella.pdf. "The Adobe Flash Platform is the leading Web design and development platform for creating expressive applications, content, and video that run consistently across operating systems and devices and reach over 98 percent of Internet-enabled desktops. Flash Player 10 was installed on more than 93 percent of computers in just the first ten months since its release. According to comScore Media Metrix, approximately 75 percent of online videos viewed worldwide are delivered using Adobe Flash technology, making it the No. 1 format for video on the Web. Major broadcasters and media companies including Disney.com, MLB.com and DIRECTV rely on the Adobe Flash Platform for delivering video on the Web and the platform powers social network sites such as YouTube and MySpace."</p> <p data-bbox="604 683 1997 854">Citation 1a(7): Developer Connection: Flex and Facebook, http://www.adobe.com/devnet/facebook/. "The Adobe Flash Platform and Facebook Platform provide the ideal solution for building rich, social experiences on the web. Flash is available on more than 98% of Internet-connected PCs, so people can immediately access the applications, content, and video that enable social interactions."</p> <p data-bbox="604 924 1997 1192">Citation 1a(8): Adobe Extends Flash Platform to Digital Home, p. 1, <i>available at</i> http://www.adobe.com/aboutadobe/pressroom/pressreleases/pdfs/200904/042009FlashDigitalHome.pdf. "Adobe Systems Incorporated (Nasdaq:ADBE) today announced the extension of the Adobe® Flash® Platform to connected digital home devices with an optimized implementation of Flash technology that delivers high definition (HD) video and rich applications to Internet-connected televisions, set-top boxes, Blu-ray players and other devices in the digital living room."</p> <p data-bbox="604 1261 1997 1385">Citation 1a(9): Choosing Between XML, Web Services, and Remoting for Rich Internet Applications, http://www.adobe.com/devnet/flash/articles/ria_dataservices.html. "Macromedia Flash has evolved rapidly in the last few releases from a tool for animators to a tool capable of providing a rich-client</p>

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		<p>interface for Internet applications.</p> <p>In earlier versions of Flash, integrating a dynamic Flash interface with server-side technology required ingenious solutions comparable to the use of CGI scripting in the early days of web applications. Using the LoadVars() method call allowed the posting of HTTP form data from client to server, and capturing of an HTTP response.</p> <p>Flash 5 improved upon this simple integration by providing client-side support for XML, along with a lightweight programming interface for creating and parsing XML documents.”</p> <p>Citation 1a(10): Choosing Between XML, Web Services, and Remoting for Rich Internet Applications, http://www.adobe.com/devnet/flash/articles/ria_dataservices.html. “Macromedia Flash MX Professional 2004 empowers a new breed of applications that fuses the rich-client capabilities of Macromedia Flash with server-side technologies—including, but not limited, to J2EE, .NET, and ColdFusion. These Rich Internet Applications allow you to deploy intuitive and interactive user interfaces either upon an existing server-side infrastructure or upon middleware solutions designed expressly for Rich Internet Applications.</p> <p>In this article I consider some possible solutions for integrating client-side with server-side code.”</p> <p><i>See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>

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1b	<p>executing, at said client workstation, a browser application, that parses a first distributed hypermedia document to identify text formats included in said distributed hypermedia document and for responding to predetermined text formats to initiate processing specified by said text formats;</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) execute, at said client workstation, a browser application that parses a first distributed hypermedia document to identify text formats included in said distributed hypermedia document and for responding to predetermined text formats to initiate processing specified by said text formats. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p>

Claim	Claim Language	Evidence
		 <p data-bbox="611 1230 1501 1315">Want to experience the power of Adobe® Flash® Player software for yourself? This collection of sites shows you some of the innovative ways in which developers are creating rich, expressive content for Flash Player today.</p> <p data-bbox="611 1356 2009 1388">Source: Adobe Flash Player: Flash Player in Action,</p>

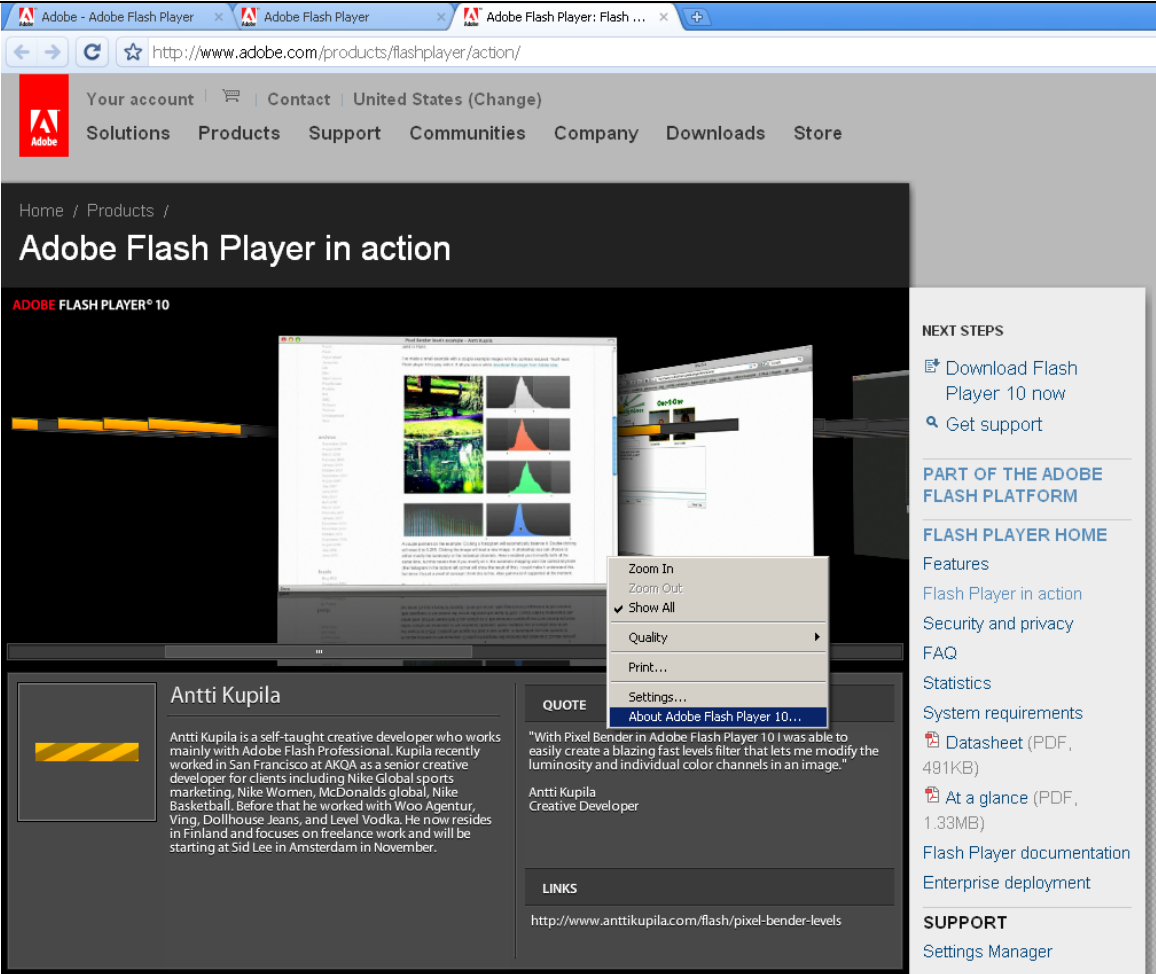
* Allegation not limited to the browser in use
Austin 54919v3

Claim	Claim Language	Evidence
		<p>http://www.adobe.com/products/flashplayer/action/. See also the source for this page, which includes text formats as shown below, in addition to other text formats which appear in the source:</p> <pre> <html xmlns="http://www.w3.org/1999/xhtml" lang="en" xml:lang="EN" ><!-- InstanceBegin template="/Templates/pocket.dwt" codeOutsideHTMLIsLocked="true" --> <head> <meta http-equiv="Content-Type" content="text/html; charset=UTF-8" /> <meta http-equiv="Content-Language" content="en-us" /> . . . </head> <body> <!--googleoff: all-->Accessibility<!--googleon: all--> . . . </body> <!-- InstanceEnd --></html> </pre> <p>Citation 1b(2): Macromedia Flash OBJECT and EMBED Tag Syntax, http://kb2.adobe.com/cps/415/tn_4150.html. "An HTML page is required to correctly display a Macromedia Flash movie in a browser. This HTML page must contain tags that reference the actual Macromedia Flash movie file to be opened and played. These tags are the OBJECT and EMBED tags. The OBJECT tag is used by Internet Explorer on Windows and the EMBED is used by Netscape Navigator (Macintosh and Windows) and Internet Explorer (Macintosh) to direct the browser to load the Macromedia Flash Player. Internet Explorer on Windows uses an ActiveX control to play Macromedia Flash content while all other browser and platform combinations use the Netscape plugin</p>

Claim	Claim Language	Evidence
		<p>technology to play Macromedia Flash content. This explains the need for two tags.</p> <p>Note: Hand coding HTML pages with OBJECT and EMBED tags is not necessary when using Macromedia Flash 4 or later. The Publish feature present in those versions of Macromedia Flash will automatically create an HTML document that contains the required HTML tags for browsers to access a Flash movie on the web. There are also several different HTML publishing templates to choose from. To use the Publish feature choose File > Publish Settings. For more information on using the feature see the Using Flash manual or online help.”</p> <p>Citation 1b(3): Flash User’s Guide, p. 426. “Select the Detect Flash Version check box. Your SWF file is embedded in a web page that includes Flash Player detection code. If the detection code finds an acceptable version of FlashPlayer installed on the end user’s computer, the SWF file plays as designed.”</p> <p>Citation 1b(4): Flash User’s Guide, p. 423. “Playing Flash content in a web browser requires an HTML document that activates the SWF file and specifies browser settings. The Publish command automatically generates this document, from HTML parameters in a template document. The template document can be any text file that contains the appropriate template variables—including a plain HTML file, a file that includes code for special interpreters such as ColdFusion or Active Server Pages (ASP), or a template included with Flash.”</p> <p>Citation 1b(5): Creating a Simple Document in Flash CS4 Professional, http://www.adobe.com/devnet/flash/articles/flash_cs4_createfla_04.html. “When you finish your FLA file, you are ready to publish it so it can be viewed in a browser. When you publish the file, Flash Professional compresses it into the SWF file format. This is the format that you place in a web page.</p>

Claim	Claim Language	Evidence
		<p>The Publish command can automatically generate an HTML file with the correct tags in it for you.”</p> <p>Citation 1b(6): Choosing Between XML, Web Services, and Remoting for Rich Internet Applications, http://www.adobe.com/devnet/flash/articles/ria_dataservices.html. “Macromedia Flash has evolved rapidly in the last few releases from a tool for animators to a tool capable of providing a rich-client interface for Internet applications.</p> <p>In earlier versions of Flash, integrating a dynamic Flash interface with server-side technology required ingenious solutions comparable to the use of CGI scripting in the early days of web applications. Using the LoadVars() method call allowed the posting of HTTP form data from client to server, and capturing of an HTTP response.</p> <p>Flash 5 improved upon this simple integration by providing client-side support for XML, along with a lightweight programming interface for creating and parsing XML documents.”</p> <p><i>See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
1c	utilizing said browser to display, on said client workstation, at least a portion of a	Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) utilize said browser to display, on said client workstation, at least a portion of a first hypermedia document. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.

Claim	Claim Language	Evidence
	<p>first hypermedia document received over said network from said server, wherein the portion of said first hypermedia document is displayed within a first browser-controlled window on said client workstation,</p>	

Claim	Claim Language	Evidence
		 <p data-bbox="611 1230 1501 1315">Want to experience the power of Adobe® Flash® Player software for yourself? This collection of sites shows you some of the innovative ways in which developers are creating rich, expressive content for Flash Player today.</p> <p data-bbox="611 1356 2007 1388">Source: Adobe Flash Player: Flash Player in Action,</p>

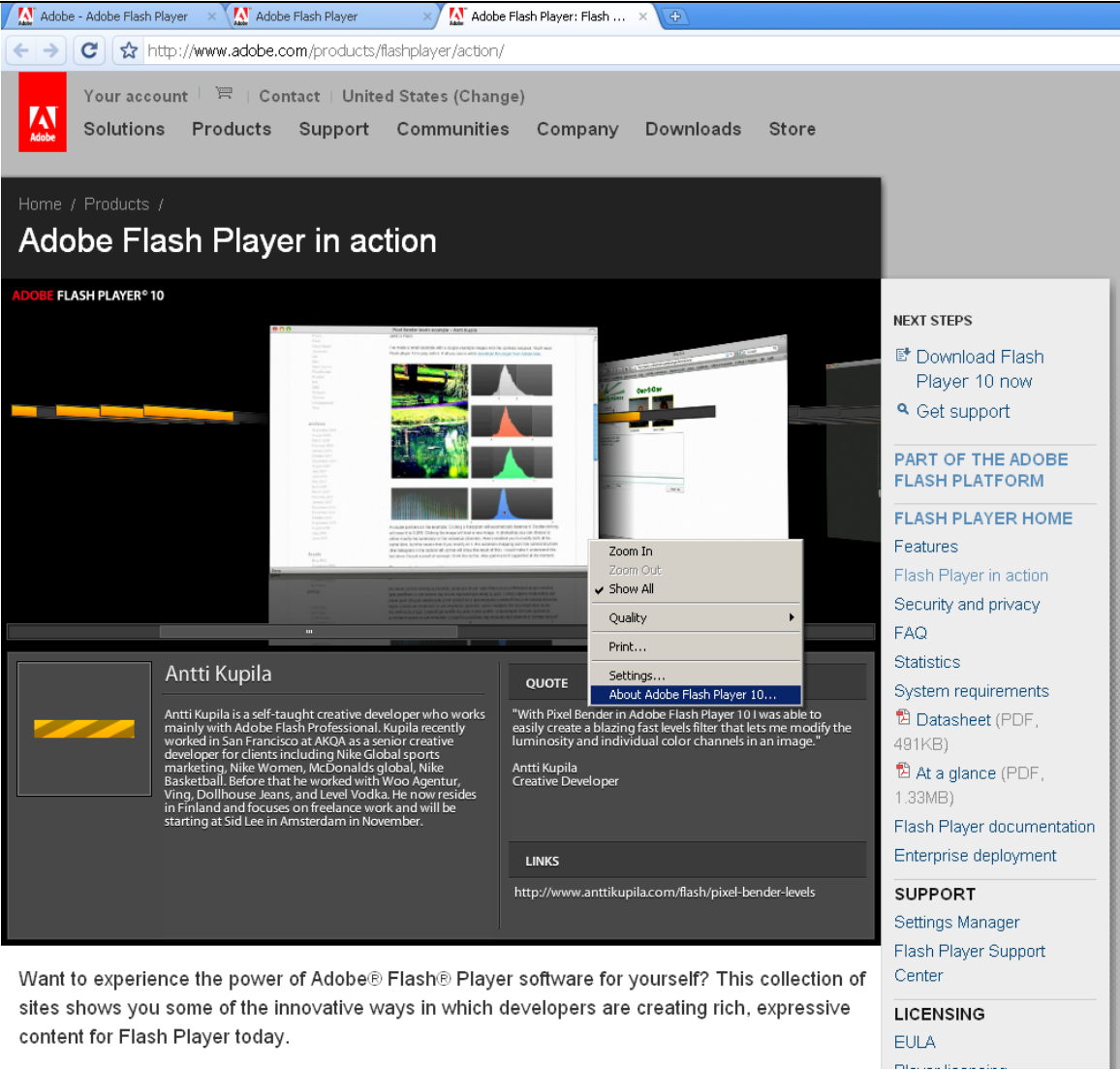
* Allegation not limited to the browser in use
Austin 54919v3

Claim	Claim Language	Evidence
		<p data-bbox="604 248 1318 277">http://www.adobe.com/products/flashplayer/action/.</p> <p data-bbox="604 342 1997 418">Citation 1c[A](2): Adobe Flash Platform Speeds Web Innovation Across Desktops and Devices, p. 3, <i>available at</i></p> <p data-bbox="604 440 1997 857">http://www.adobe.com/aboutadobe/pressroom/pressreleases/pdfs/200910/100509FlashPlatformUmbr ella.pdf. "The Adobe Flash Platform is the leading Web design and development platform for creating expressive applications, content, and video that run consistently across operating systems and devices and reach over 98 percent of Internet-enabled desktops. Flash Player 10 was installed on more than 93 percent of computers in just the first ten months since its release. According to comScore Media Metrix, approximately 75 percent of online videos viewed worldwide are delivered using Adobe Flash technology, making it the No. 1 format for video on the Web. Major broadcasters and media companies including Disney.com, MLB.com and DIRECTV rely on the Adobe Flash Platform for delivering video on the Web and the platform powers social network sites such as YouTube and MySpace."</p> <p data-bbox="604 922 1997 1149">Citation 1c[A](3): Developer Connection: Flex and Facebook, http://www.adobe.com/devnet/facebook/. "The Adobe Flash Platform and Facebook Platform provide the ideal solution for building rich, social experiences on the web. Flash is available on more than 98% of Internet-connected PCs, so people can immediately access the applications, content, and video that enable social interactions."</p> <p data-bbox="604 1214 1997 1344">Citation 1c[A](4): Flash User's Guide, p. 419. "By default, the Publish command creates a Flash SWF file, an HTML document that inserts your Flash content in a browser window, and a JavaScript file labeled AC_OETags.js that lets your SWF file play automatically in active content-compliant browsers."</p>

Claim	Claim Language	Evidence
		<p>Citation 1c[A](5): Macromedia Flash OBJECT and EMBED Tag Syntax, http://kb2.adobe.com/cps/415/tn_4150.html. "An HTML page is required to correctly display a Macromedia Flash movie in a browser. This HTML page must contain tags that reference the actual Macromedia Flash movie file to be opened and played."</p> <p>1c[B]: Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) operate in an environment where said portion of a first hypermedia document is received over said network from said server.</p> <p>Citation 1c[B](1): Flash User's Guide, p. 421. "To specify how Flash loads a SWF file's layers to show the first frame of your SWF file, select a load order (Bottom Up or Top Down). This option controls which parts of the SWF file Flash draws first over a slow network or modem connection."</p> <p>Citation 1c[B](2): Flash User's Guide, p. 466. "Scenes force users to progressively download the entire SWF file, instead of loading the assets they actually want to see or use. If you avoid scenes, the user can control what content they download as they progress through your SWF file. The user has more control over how much content they download, which is better for bandwidth management."</p> <p>Citation 1c[B](3): Flash User's Guide, p. 208. "Using symbols in your documents dramatically reduces file size; saving several instances of a symbol requires less storage space than saving multiple copies of the contents of the symbol. For example, you can reduce the file size of your documents by converting static graphics, such as background images, into symbols and then reusing them. Using symbols can also speed SWF file playback, because a symbol needs to be downloaded to Flash Player only once."</p>

Claim	Claim Language	Evidence
		<p>Citation 1c[B](4): Flash User’s Guide, p. 301. “If you don’t have access to FlashMedia Server or FVSS, you can still download video from an external source when you use progressive downloading. Progressively downloading a video clip from a web server doesn’t provide the same real-time performance that FlashMedia Server does”</p> <p>1c[C]: Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) operate in an environment where a portion of said first hypermedia document is displayed within a first browser-controlled window on said client workstation.</p> <p>Citation 1c[C](1): Flash User’s Guide, p. 424 (explaining how to specify settings that create HTML documents with embedded Flash content). “Percent Specifies the percentage of the browser window that the SWF file occupies.”</p> <p>Citation 1c[C](2): Flash OBJECT and EMBED tag attributes, http://kb2.adobe.com/cps/127/tn_12701.html. “This document lists the required and optional attributes of the object and embed tags used to publish Adobe Flash movies. . . .</p> <ul style="list-style-type: none"> • align (attribute for Object) - Possible values: l, t, r, b. <ul style="list-style-type: none"> • Default centers the movie in the browser window and crops edges if the browser window is smaller than the movie. • l (left), r (right), t (top), and b (bottom) align the movie along the corresponding edge of the browser window and crop the remaining three sides as needed.” <p>Citation 1c[C](3): Macromedia Flash OBJECT and EMBED Tag Syntax,</p>

Claim	Claim Language	Evidence
		<p>http://kb2.adobe.com/cps/415/tn_4150.html. "An HTML page is required to correctly display a Macromedia Flash movie in a browser. . . . The OBJECT tag is used by Internet Explorer on Windows and the EMBED is used by Netscape Navigator (Macintosh and Windows) and Internet Explorer (Macintosh) to direct the browser to load the Macromedia Flash Player."</p> <p>Citation 1c[C](4): Flash User's Guide, p. 423. "Playing Flash content in a web browser requires an HTML document that activates the SWF file and specifies browser settings."</p> <p><i>See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
1d	<p>wherein said first distributed hypermedia document includes an embed text format, located at a first location in said first distributed hypermedia document, that</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) utilize said browser to identify an embed text format, located at a first location in said distributed hypermedia document, that specifies the location of at least a portion of an object external to the first distributed hypermedia document. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p>

Claim	Claim Language	Evidence
	<p>specifies the location of at least a portion of an object external to the first distributed hypermedia document,</p>	 <p>The screenshot shows the Adobe website page titled "Adobe Flash Player in action". It features a central image of a computer monitor displaying a complex graphical user interface with various charts and data visualizations. A context menu is overlaid on the image, showing options like "Zoom In", "Zoom Out", "Show All", "Quality", "Print...", "Settings...", and "About Adobe Flash Player 10...". Below the image, there is a section for "Antti Kupila", a Creative Developer, with a quote: "With Pixel Bender in Adobe Flash Player 10 I was able to easily create a blazing fast levels filter that lets me modify the luminosity and individual color channels in an image." A "LINKS" section below the quote provides the URL: http://www.anttikupila.com/flash/pixel-bender-levels. To the right of the main content, there is a sidebar with "NEXT STEPS" (Download Flash Player 10 now, Get support), "PART OF THE ADOBE FLASH PLATFORM", "FLASH PLAYER HOME" (Features, Flash Player in action, Security and privacy, FAQ, Statistics, System requirements), "SUPPORT" (Settings Manager, Flash Player Support Center), and "LICENSING" (EULA).</p> <p>Want to experience the power of Adobe® Flash® Player software for yourself? This collection of sites shows you some of the innovative ways in which developers are creating rich, expressive content for Flash Player today.</p> <p>Source: Adobe Flash Player: Flash Player in Action,</p>

* Allegation not limited to the browser in use
Austin 54919v3

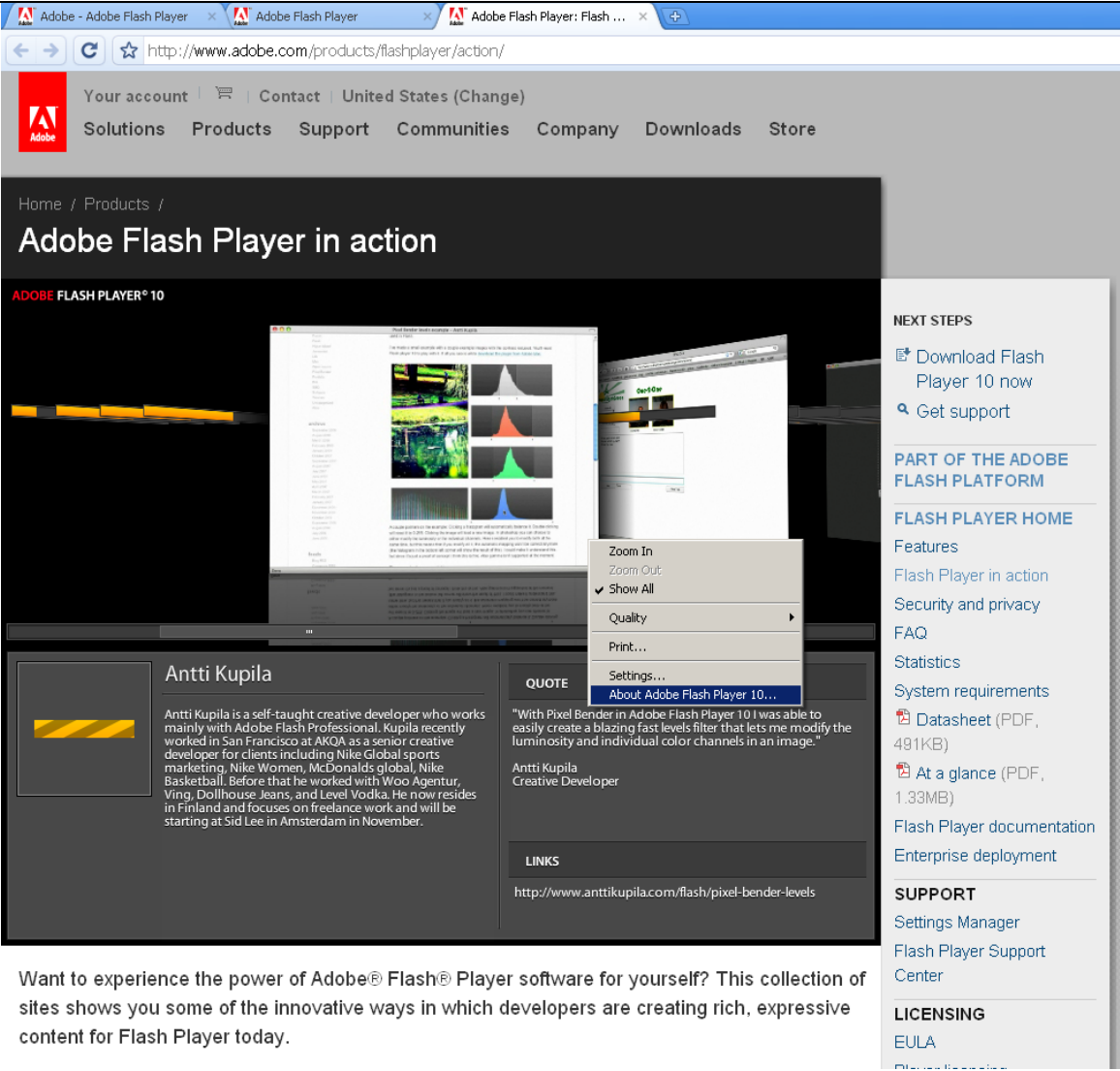
Claim	Claim Language	Evidence
		<p>http://www.adobe.com/products/flashplayer/action/. See also the source for this page, which includes the following code:</p> <pre data-bbox="594 391 2009 613"> <script type="text/javascript" src="http://wwwimages.adobe.com/www.adobe.com/ubi/template/identity/lib/swfobject.js"></script> <script type="text/javascript" src="http://wwwimages.adobe.com/www.adobe.com/ubi/template/identity/lib/swfobject.addon.js"></ script> </pre> <p>Citation 1d(2): The code for the "swobject.js" is available at the above-identified URL. It provides, in-part:</p> <pre data-bbox="594 776 2009 1349"> SWFObject v1.4.4: Flash Player detection and embed - ... SWFObject is the SWF embed script *** getSWFHTML: function() { var swfNode = ""; if (navigator.plugins && navigator.mimeTypes && navigator.mimeTypes.length) { // netscape plugin architecture if (this.getAttribute("doExpressInstall")) { this.addVariable("MMplayerType", "PlugIn"); } swfNode = '<embed type="application/x-shockwave-flash" src="'+ this.getAttribute('swf') +' " width="'+ this.getAttribute('width') +' " height="'+ this.getAttribute('height') +' "'; </pre>

Claim	Claim Language	Evidence
		<p>Source: http://www.images.adobe.com/www.adobe.com/ubi/template/identity/lib/swfobject.js</p> <p>Citation 1d(3): Detecting Flash Player versions and embedding SWF files with SWFObject 2, http://www.adobe.com/devnet/flashplayer/articles/swfobject.html. "SWFObject 2 offers multiple standards-friendly methods to embed SWF files into web pages. It uses JavaScript to detect Flash Player and avoid broken SWF content, and is designed to make embedding SWFs as easy as possible. It supports the use of alternative content to display content to people that browse the web without plug-ins, to help search engines index your content, or to point visitors to the Flash Player download page. SWFObject 2 detection is future-proof, includes Adobe Express Install, and offers an elaborate API for JavaScript developers. All of this is powered by one small (under 10K) JavaScript file."</p> <p>Citation 1d(4): Flash User's Guide, p. 436. "A Flash HTML template is a file that contains static HTML code and flexible template code consisting of a special type of variables (which differ from ActionScript variables). When you publish a SWF file, Flash replaces these variables with the values you select in the HTML tab of the Publish Settings dialog box and produces an HTML page with your SWF file embedded.</p> <p>Flash includes templates, suitable for most users' needs, that eliminate the need to manually create an HTML page that displays the SWF file. For example, the Flash Only template is useful for testing your files in a browser. It places the SWF file on the HTML page so that you can view it through a web browser with the Flash Player installed."</p> <p>Citation 1d(5): Macromedia Flash OBJECT and EMBED Tag Syntax, http://kb2.adobe.com/cps/415/tn_4150.html. "An HTML page is required to correctly display a Macromedia Flash movie in a browser. This HTML page must contain tags that reference the actual</p>

Claim	Claim Language	Evidence
		<p>Macromedia Flash movie file to be opened and played. These tags are the OBJECT and EMBED tags. The OBJECT tag is used by Internet Explorer on Windows and the EMBED is used by Netscape</p> <p>Note: Hand coding HTML pages with OBJECT and EMBED tags is not necessary when using Macromedia Flash 4 or later. The Publish feature present in those versions of Macromedia Flash will automatically create an HTML document that contains the required HTML tags for browsers to access a Flash movie on the web. There are also several different HTML publishing templates to choose from. To use the Publish feature choose File > Publish Settings. For more information on using the feature see the Using Flash manual or online help."</p> <p>Citation 1d(6): Macromedia Flash OBJECT and EMBED Tag Syntax, http://kb2.adobe.com/cps/415/tn_4150.html.</p> <p>"To add OBJECT and EMBED tags manually:</p> <ol style="list-style-type: none"> Copy the HTML code below and paste it into your HTML. <pre> <OBJECT classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000" codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#ver sion=6,0,40,0" WIDTH="550" HEIGHT="400" id="myMovieName"><PARAM NAME=movie VALUE="myFlashMovie.swf"><PARAM NAME=quality VALUE=high><PARAM NAME=bgcolor VALUE=#FFFFFF><EMBED href="/support/flash/ts/documents/myFlashMovie.swf" quality=high bgcolor=#FFFFFF WIDTH="550" HEIGHT="400" NAME="myMovieName" ALIGN="" TYPE="application/x-shockwave-flash" PLUGINSPPAGE="http://www.macromedia.com/go/getflashplayer"></EMBED></OBJECT> </pre> <ol style="list-style-type: none"> Edit the attributes of the tags for the movie.

Claim	Claim Language	Evidence
		<ul style="list-style-type: none"> ○ Change the HEIGHT and WIDTH parameters to match the height and width of the movie dimensions or use percentage values, if desired. ○ Change "moviname.swf" where it appears in the OBJECT and EMBED tags to the name of movie to be played." <p>Citation 1d(7): Flash User's Guide, p. 441. "To display a SWF file in a web browser, an HTML document must use the object and embed tags with the proper parameters. . . .</p> <pre><embed src="moviname.swf" width="100" height="100" play="true" loop="true" quality="high" pluginspage="http://www.adobe.com/shockwave/download/index.cgi?P1_Prod_Version=ShockwaveFI ash"> </embed></pre> <p>"</p> <p>Citation 1d(8): Flash User's Guide, p. 442 (teaching the tag attributes and parameters that describe the HTML code that the Publish command creates).</p> <p>"src attribute Value movieName.swf Template variable: \$MO Description</p>

Claim	Claim Language	Evidence
		<p>Specifies the name of the SWF file to be loaded.”</p> <p>Citation 1d(9): Flash OBJECT and EMBED tag attributes, http://kb2.adobe.com/cps/127/tn_12701.html (explaining syntax that specifies the URL of a movie to be loaded). “This document lists the required and optional attributes of the object and embed tags used to publish Adobe Flash movies.”</p> <p><i>See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
1e	wherein said object has type information associated with it utilized by said browser to identify and locate an executable application external to the first distributed	Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) operate in an environment where said object has type information associated with it utilized by said browser to identify and locate an executable application external to the first distributed hypermedia document. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.

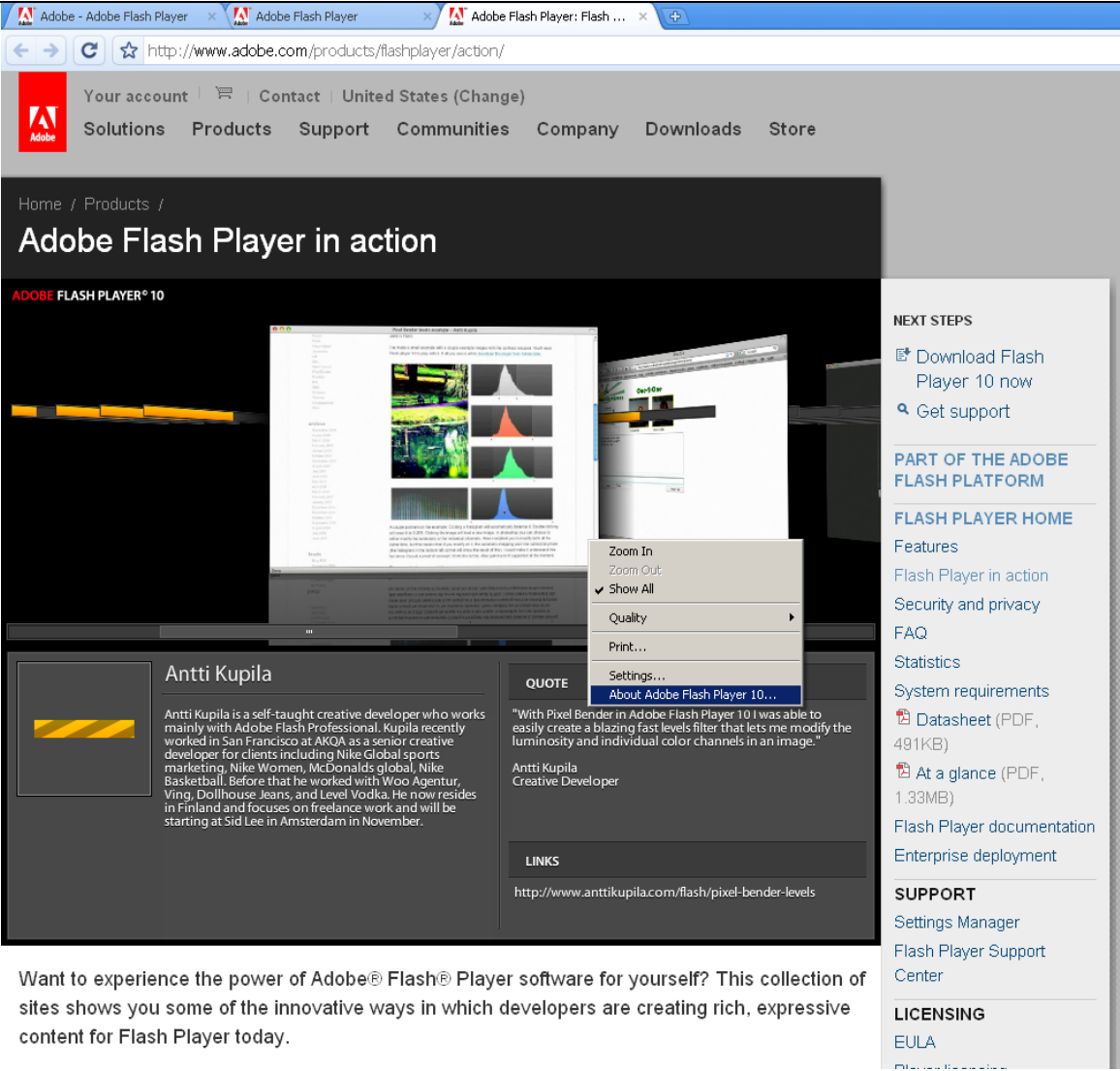
Claim	Claim Language	Evidence
	<p>hypermedia document,</p>	 <p>The screenshot shows the Adobe website page for 'Adobe Flash Player in action'. The page features a video player showing a creative developer's work. Below the video, there is a profile for Antti Kupila, a self-taught creative developer who works with Adobe Flash Professional. A quote from Kupila describes how he used Pixel Bender in Adobe Flash Player 10.1 to create a fast levels filter. The page also includes a sidebar with navigation links such as 'Download Flash Player 10 now', 'Get support', 'PART OF THE ADOBE FLASH PLATFORM', 'FLASH PLAYER HOME', 'Features', 'Flash Player in action', 'Security and privacy', 'FAQ', 'Statistics', 'System requirements', 'Datasheet (PDF, 491KB)', 'At a glance (PDF, 1.33MB)', 'Flash Player documentation', 'Enterprise deployment', 'SUPPORT', 'Settings Manager', 'Flash Player Support Center', and 'LICENSING', 'EULA'.</p> <p>Want to experience the power of Adobe® Flash® Player software for yourself? This collection of sites shows you some of the innovative ways in which developers are creating rich, expressive content for Flash Player today.</p> <p>Source: Adobe Flash Player: Flash Player in Action,</p>

Claim	Claim Language	Evidence
		<p>http://www.adobe.com/products/flashplayer/action/. See also the source for this page, which includes the following code:</p> <pre><script type="text/javascript" src="http://wwwimages.adobe.com/www.adobe.com/ubi/template/identity/lib/swfobject.js"></script> <script type="text/javascript" src="http://wwwimages.adobe.com/www.adobe.com/ubi/template/identity/lib/swfobject.addon.js"></ script></pre> <p>Citation 1e(2): The code for the "swobject.js" is available at the above-identified URL. It provides, in-part:</p> <pre>SWFObject v1.4.4: Flash Player detection and embed - ... SWFObject is the SWF embed script *** getSWFHTML: function() { var swfNode = ""; if (navigator.plugins && navigator.mimeTypes && navigator.mimeTypes.length) { // netscape plugin architecture if (this.getAttribute("doExpressInstall")) { this.addVariable("MMplayerType", "PlugIn"); } swfNode = '<embed type="application/x-shockwave-flash" src="' + this.getAttribute('swf') + '" width="' + this.getAttribute('width') + '" height="' + this.getAttribute('height') + '"';</pre>

Claim	Claim Language	Evidence
		<p>Source: http://www.images.adobe.com/www.adobe.com/ubi/template/identity/lib/swfobject.js</p> <p>Citation 1e(3): Flash User's Guide, p. 426. "Select the Detect Flash Version check box. Your SWF file is embedded in a web page that includes Flash Player detection code. If the detection code finds an acceptable version of FlashPlayer installed on the end user's computer, the SWF file plays as designed."</p> <p>Citation 1e(4): Flash User's Guide, p. 426. "When you publish your SWF file, Flash creates a single HTML page in which to embed the SWF file and the Flash Player detection code. If an end user does not have the version of Flash you've specified to view the SWF file, an HTML page appears with a link to download the latest version of Flash Player."</p> <p>Citation 1e(5): Flash User's Guide, p. 433-34. "Configuring a server establishes the appropriate Multipart InternetMail Extension (MIME) types so that the server can identify files with the .swf extension as Flash files.</p> <p style="padding-left: 40px;">A browser that receives the correct MIME type can load the appropriate plug-in, control, or helper application to process and properly display the incoming data."</p> <p>Citation 1e(6): Detecting Flash Player versions and embedding SWF files with SWFObject 2, http://www.adobe.com/devnet/flashplayer/articles/swfobject.html. "SWFObject 2 offers multiple standards-friendly methods to embed SWF files into web pages. It uses JavaScript to detect Flash Player and avoid broken SWF content, and is designed to make embedding SWFs as easy as possible. It supports the use of alternative content to display content to people that browse the web without</p>

Claim	Claim Language	Evidence
		<p>plug-ins, to help search engines index your content, or to point visitors to the Flash Player download page. SWFObject 2 detection is future-proof, includes Adobe Express Install, and offers an elaborate API for JavaScript developers. All of this is powered by one small (under 10K) JavaScript file."</p> <p>Citation 1e(7): Macromedia Flash OBJECT and EMBED Tag Syntax, http://kb2.adobe.com/cps/415/tn_4150.html.</p> <p>"To add OBJECT and EMBED tags manually:</p> <ol style="list-style-type: none"> Copy the HTML code below and paste it into your HTML. <pre data-bbox="703 743 1995 1084"> <OBJECT classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000" codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#ver sion=6,0,40,0" WIDTH="550" HEIGHT="400" id="myMovieName"><PARAM NAME=movie VALUE="myFlashMovie.swf"><PARAM NAME=quality VALUE=high><PARAM NAME=bgcolor VALUE=#FFFFFF><EMBED href="/support/flash/ts/documents/myFlashMovie.swf" quality=high bgcolor=#FFFFFF WIDTH="550" HEIGHT="400" NAME="myMovieName" ALIGN="" TYPE="application/x-shockwave-flash" PLUGINSPPAGE="http://www.macromedia.com/go/getflashplayer"></EMBED></OBJECT> </pre> Edit the attributes of the tags for the movie. <ul style="list-style-type: none"> Change the HEIGHT and WIDTH parameters to match the height and width of the movie dimensions or use percentage values, if desired. Change "moviename.swf" where it appears in the OBJECT and EMBED tags to the name

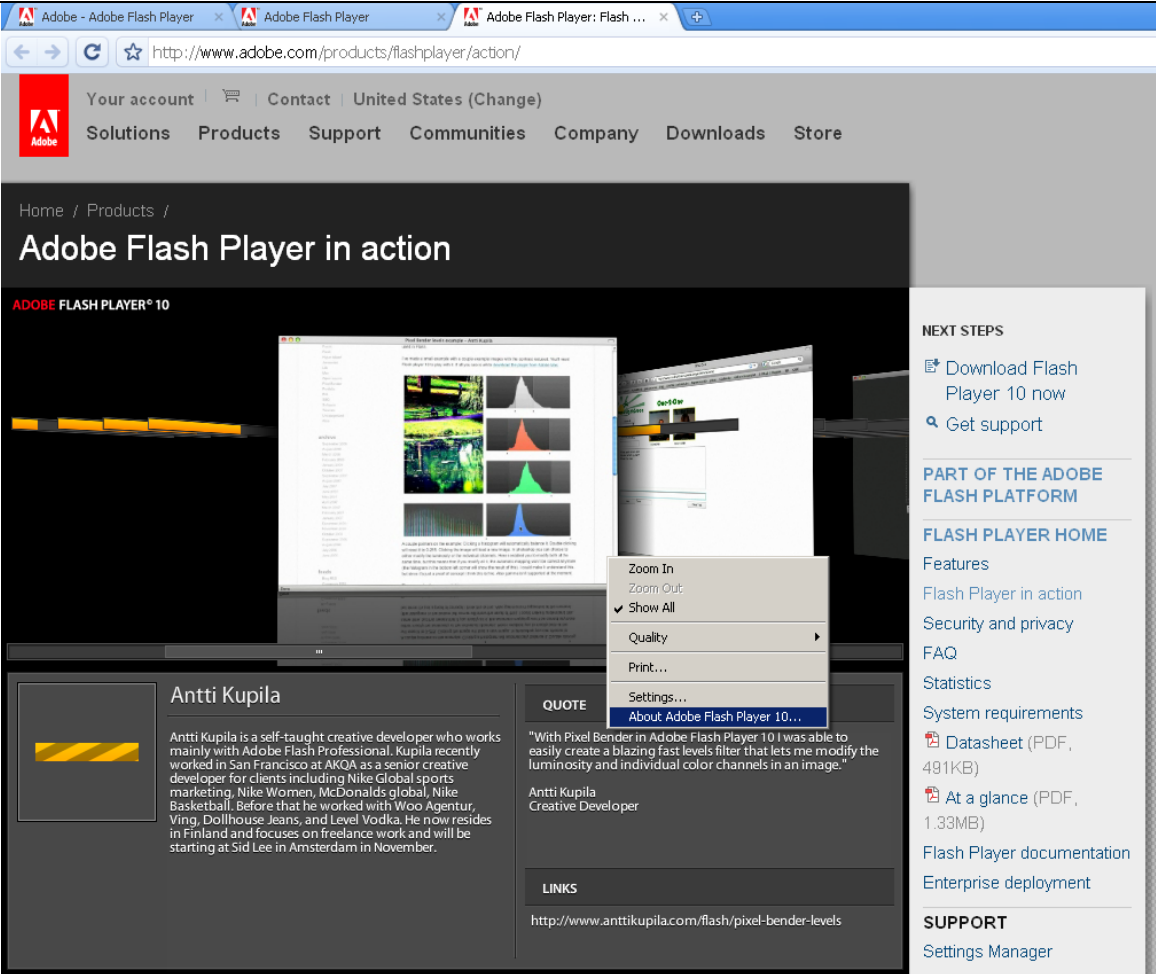
Claim	Claim Language	Evidence
		<p style="text-align: center;">of movie to be played.”</p> <p>Citation 1e(8): Flash User’s Guide, p. 441. “To display a SWF file in a web browser, an HTML document must use the object and embed tags with the proper parameters. . . .</p> <pre><embed src="moviname.swf" width="100" height="100" play="true" loop="true" quality="high" pluginspage="http://www.adobe.com/shockwave/download/index.cgi?P1_Prod_Version=ShockwaveFlash"> </embed></pre> <p>“</p> <p><i>See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
1f	and wherein said embed text format is parsed by said browser to automatically invoke said executable application to	Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) operate in an environment where said embed text format is parsed by said browser to automatically invoke said executable application to execute on said client workstation in order to display said object. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.

Claim	Claim Language	Evidence
	<p>execute on said client workstation in order to display said object</p>	 <p>The screenshot shows the Adobe website page for 'Adobe Flash Player in action'. The page features a navigation bar with links for 'Your account', 'Contact', 'United States (Change)', 'Solutions', 'Products', 'Support', 'Communities', 'Company', 'Downloads', and 'Store'. The main content area is titled 'Adobe Flash Player in action' and includes a section for 'ANTTI KUPILA' with a quote: 'With Pixel Bender in Adobe Flash Player 10 I was able to easily create a blazing fast levels filter that lets me modify the luminosity and individual color channels in an image.' Below the quote is a 'LINKS' section with the URL 'http://www.anttikupila.com/flash/pixel-bender-levels'. On the right side, there is a 'NEXT STEPS' section with links for 'Download Flash Player 10 now' and 'Get support', and a 'PART OF THE ADOBE FLASH PLATFORM' section with links for 'FLASH PLAYER HOME', 'Features', 'Flash Player in action', 'Security and privacy', 'FAQ', 'Statistics', and 'System requirements'. There are also links for 'Datashet (PDF, 491KB)' and 'At a glance (PDF, 1.33MB)'. At the bottom of the page, there is a promotional text: 'Want to experience the power of Adobe® Flash® Player software for yourself? This collection of sites shows you some of the innovative ways in which developers are creating rich, expressive content for Flash Player today.'</p> <p>Source: Adobe Flash Player: Flash Player in Action,</p>

Claim	Claim Language	Evidence
		<p>http://www.adobe.com/products/flashplayer/action/. See also the source for this page, which includes the following code:</p> <pre data-bbox="611 391 1997 613"> <script type="text/javascript" src="http://wwwimages.adobe.com/www.adobe.com/ubi/template/identity/lib/swfobject.js"></script> <script type="text/javascript" src="http://wwwimages.adobe.com/www.adobe.com/ubi/template/identity/lib/swfobject.addon.js"></ script> </pre> <p>Citation 1f(2): The code for the "swobject.js" is available at the above-identified URL. It provides, in-part:</p> <pre data-bbox="762 776 1990 1349"> SWFObject v1.4.4: Flash Player detection and embed - ... SWFObject is the SWF embed script *** getSWFHTML: function() { var swfNode = ""; if (navigator.plugins && navigator.mimeTypes && navigator.mimeTypes.length) { // netscape plugin architecture if (this.getAttribute("doExpressInstall")) { this.addVariable("MMplayerType", "PlugIn"); } swfNode = '<embed type="application/x-shockwave-flash" src="'+ this.getAttribute('swf') +' " width="'+ this.getAttribute('width') +' " height="'+ this.getAttribute('height') +' "'; </pre>

Claim	Claim Language	Evidence
		<p>Source: http://www.images.adobe.com/www.adobe.com/ubi/template/identity/lib/swfobject.js</p> <p>Citation 1f(3): The Adobe Flash player is an example of an executable application that is automatically invoked by the browser, when said embed text format is parsed, in order to display said object. See Adobe Flash Player, http://get.adobe.com/flashplayer/. See also Adobe Flash Player, http://www.adobe.com/products/flashplayer/.</p> <p>Citation 1f(4): Flash User’s Guide, p. 13. “To eliminate the need to first activate Flash Player so that users can interact with Flash content, Flash publishes HTML templates that you can use to embed Flash SWF files. Using these templates, embedded SWF files are activated seamlessly without the need for an additional mouse click or other user activation.”</p> <p>Citation 1f(5): Flash User’s Guide, p. 426. “Select the Detect Flash Version check box. Your SWF file is embedded in a web page that includes Flash Player detection code. If the detection code finds an acceptable version of FlashPlayer installed on the end user’s computer, the SWF file plays as designed.”</p> <p>Citation 1f(6): Flash User’s Guide, p. 433-34. “Configuring a server establishes the appropriate Multipart InternetMail Extension (MIME) types so that the server can identify files with the .swf extension as Flash files.</p> <p style="padding-left: 40px;">A browser that receives the correct MIME type can load the appropriate plug-in, control, or helper application to process and properly display the incoming data.”</p> <p>Citation 1f(7): Video Learning Guide for Flash: Overview,</p>

Claim	Claim Language	Evidence
		<p>http://www.adobe.com/devnet/flash/learning_guide/video/part01.html. "Because Flash Player treats video as simply another media type, you can layer, script, and control video content just like any other object in a SWF file. Video is an integral part of the viewing experience, as opposed to a separate pop-up window that interrupts the experience."</p> <p><i>See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
1g	and enable an end-user to directly interact with said object within a display area created at said first location within the portion of said first distributed hypermedia document being displayed in said first browser-	Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) enable an end-user to directly interact with said object within a display area created at said first location within the portion of said first distributed hypermedia document being displayed in said first browser-controlled window. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.

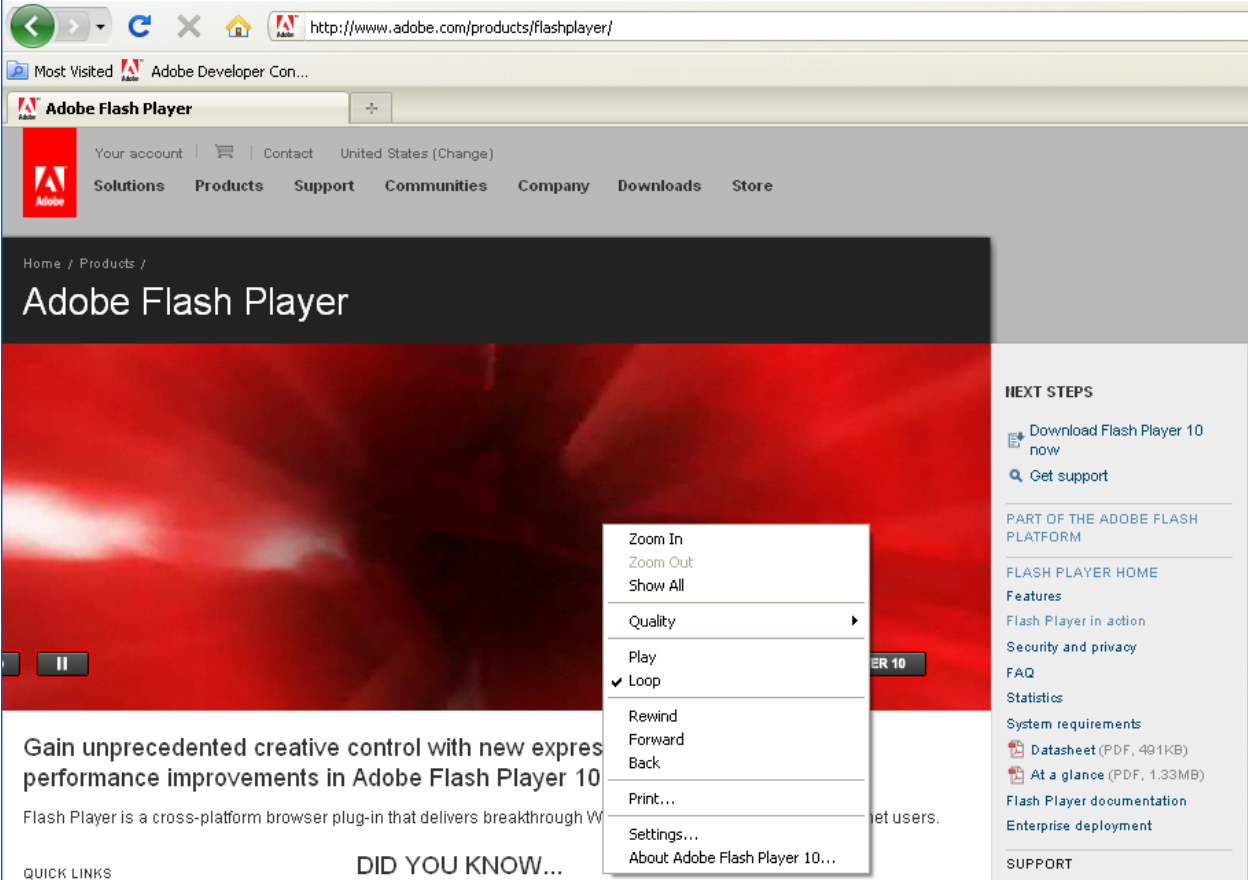
Claim	Claim Language	Evidence
	controlled window.	 <p>The screenshot shows the Adobe website's 'Flash Player in action' page. It features a central gallery of creative works, a quote from Antti Kupila, and a sidebar with navigation links. The quote reads: "With Pixel Bender in Adobe Flash Player 10 I was able to easily create a blazing fast levels filter that lets me modify the luminosity and individual color channels in an image." The sidebar includes sections for 'NEXT STEPS', 'PART OF THE ADOBE FLASH PLATFORM', 'FLASH PLAYER HOME', 'SUPPORT', and 'LICENSING'.</p> <p>Want to experience the power of Adobe® Flash® Player software for yourself? This collection of sites shows you some of the innovative ways in which developers are creating rich, expressive content for Flash Player today.</p> <p>Source: Adobe Flash Player: Flash Player in Action,</p>

Claim	Claim Language	Evidence
		<p data-bbox="604 245 1318 272">http://www.adobe.com/products/flashplayer/action/.</p> <p data-bbox="604 337 2001 418">Citation 1g[A](2): Flash User’s Guide, p. 148. “Flash lets you bring those still images together and incorporate them into interactive Internet content.”</p> <p data-bbox="604 483 2001 760">Citation 1g[A](3): Flash CS3 Documentation: Learning ActionScript 2.0 in Adobe Flash, http://livedocs.adobe.com/flash/9.0/main/wwhelp/wwhimpl/common/html/wwhelp.htm?context=LiveDocs_Parts&file=00000652.html. “Adobe Flash CS3 Professional is the professional standard authoring tool for producing high-impact web experiences. ActionScript is the language you use to add interactivity to Flash applications, whether your applications are simple animated SWF files or more complex rich Internet applications.”</p> <p data-bbox="604 824 2001 906">Citation 1g[A](4): Flash User’s Guide, p. 381. “The ActionScript scripting language lets you add complex interactivity, playback control, and data display to your application.”</p> <p data-bbox="604 971 2001 1052">Citation 1g[A](5): Flash User’s Guide, p. 15. “Write ActionScript code to control how the media elements behave, including how the elements respond to user interactions.”</p> <p data-bbox="604 1117 2001 1198">Citation 1g[A](6): Flash User’s Guide, p. 52. “You can add <i>ActionScript</i>[™] code to Flash documents to more finely control their behavior and to make them respond to user interactions.”</p> <p data-bbox="604 1263 2001 1393">Citation 1g[A](7): Flash User’s Guide, p. 13. “To eliminate the need to first activate Flash Player so that users can interact with Flash content, Flash publishes HTML templates that you can use to embed Flash SWF files. Using these templates, embedded SWF files are activated seamlessly without the need</p>

Claim	Claim Language	Evidence
		<p>for an additional mouse click or other user activation.”</p> <p>Citation 1g[A](8): Creating a Simple Document in Flash CS4 Professional, http://www.adobe.com/devnet/flash/articles/flash_cs4_createfla.html. “ActionScript code allows you to add interactivity to the media elements in your document. For example, you can add code that causes a button to display a new image when the user clicks it. You can also use ActionScript to add logic to your applications. Logic enables your application to behave in different ways depending on the user’s actions or other conditions.”</p> <p>1g[B]: Adobe instructs that said interactivity occurs within a display area created at said first location within the portion of said first distributed hypermedia document.</p> <p>Citation 1g[B](1): Examining the Puzzle Game Sample Application, http://www.adobe.com/devnet/flash/articles/puzzle_game_sample.html (containing sample code to create a Puzzle Game wherein an end-user directly interacts with puzzle-piece objects within a display area defined by the code). “The Puzzle Game starts with eight randomly positioned puzzle pieces (see Figure 1). Your goal is to try and solve the puzzle by arranging those eight pieces so that they form an image.”</p> <p>Citation 1g[B](2): Flash Sample: Interactivity Sample: Button Controlled Movement, http://www.adobe.com/devnet/flash/samples/interactivity_1/index.html (containing sample code to create an application that allows user manipulation of screen content within a display area defined by the code). “Interactivity is created by providing various options for manipulating content on the screen. The simplest approach in capturing user input is through the use of buttons. You can create</p>

Claim	Claim Language	Evidence
		<p>custom buttons using a Button symbol, the SimpleButton class in ActionScript, or the Button component. This sample demonstrates an animation whose path is controlled by the button clicked. Click the four direction buttons and the curve button in the center to see the results.”</p> <p>1g[C]: Adobe instructs that said display area is displayed in said first browser-controlled window.</p> <p>Citation 1g[C](1): Flash User’s Guide, p. 419. “By default, the Publish command creates a Flash SWF file, an HTML document that inserts your Flash content in a browser window”</p> <p>Citation 1g[C](2): Flash User’s Guide, p. 301. “Flash Video offers technological and creative benefits that let you fuse video together with data, graphics, sound, and interactive control. Flash Video lets you easily put video on a web page in a format that almost anyone can view.”</p> <p>Citation 1g[C](3): Flash User’s Guide, p. 446-47 (teaching tag attributes and parameters that describe the HTML code that the Publish command creates).</p> <p>“wmode attribute or parameter Value Window Opaque Transparent . . .</p> <p>Window Plays the application in its own rectangular window on a web page. Window indicates that the Flash application has no interaction with HTML layers and is always the topmost item.”</p> <p><i>See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p>

Claim	Claim Language	Evidence
		<p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
<p>2pre</p>	<p>The method of claim 1, wherein said executable application is a controllable application and further comprising the step of:</p>	<p>In addition to the direct infringement of this claim shown in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) - Adobe also indirectly, by induced and/or contributory infringement, infringes all elements of this claim set forth below through its authoring tools, including but not limited to:</p> <ul style="list-style-type: none"> • Flash Professional • Flash Platform • Creative Suite 4 Production Premium • Creative Suite 4 Design Premium • Creative Suite 4 Web Premium • Creative Suite 4 Web Standard • Creative Suite 4 Master Collection • Flex • Director • Dreamweaver • Indesign CS4 <p>and any other tools used to create flash or similar content.</p> <p>For example, users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) perform the method of claim 1, wherein said executable application is a controllable application. In addition, Adobe provides</p>

Claim	Claim Language	Evidence
		<p>the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p>  <p>Source: Adobe Flash Player, http://www.adobe.com/products/flashplayer/.</p>

Claim	Claim Language	Evidence
		 <p>The evidence consists of two screenshots from a video advertisement for Adobe Acrobat 9. The top screenshot shows three software boxes: 'ADOBE ACROBAT 9 STANDARD', 'ADOBE ACROBAT 9 PRO', and 'ADOBE ACROBAT 9 PRO EXTENDED'. To the right, the text reads 'ADOBE® ACROBAT® 9 Give your ideas a competitive edge'. A video player interface is overlaid on the right side, with a red box highlighting the 'Show All' option in the context menu. The bottom screenshot shows a close-up of the software boxes with the text 'ADOBE® ACROBAT® 9 Give your ideas a competitiv' and a 'Learn more >' link.</p> <p>Source: Adobe, http://www.adobe.com/.</p>

Claim	Claim Language	Evidence
		<div data-bbox="604 305 1136 641"> </div> <div data-bbox="1171 354 1963 641"> </div> <p data-bbox="604 657 1155 690">Source: Adobe, http://www.adobe.com/.</p> <div data-bbox="604 755 1136 1156"> </div> <div data-bbox="1171 755 1963 1156"> </div> <p data-bbox="604 1172 1155 1205">Source: Adobe, http://www.adobe.com/.</p> <p data-bbox="604 1318 1995 1404"> Citation 2pre(5): Flash Player Help, http://www.macromedia.com/support/documentation/en/flashplayer/help/settings_manager.html. </p>

Claim	Claim Language	Evidence
		<p>“What can I do with the Settings Manager? Adobe is committed to providing you with options to control SWF or FLV content and applications that run in Flash Player. The Adobe Flash Player Settings Manager lets you manage global privacy settings, storage settings, security settings, and automatic notification settings by using the following panels”</p> <p>Citation 2pre(6): Flash User’s Guide, p. 324, <i>available at</i> http://livedocs.adobe.com/flash/9.0/UsingFlash/flash_cs3_help.pdf (instructing how to configure the FLVPlayback component) skin A parameter that opens the Select Skin dialog box and allows you to choose a skin for the component. The default value is None. If you choose None, the FLVPlayback instance does not have control elements that allow the user to play, stop, or rewind the FLV, or take other actions that the controls make possible.”</p> <p>Citation 2pre(7): Flash User’s Guide, p. 301, <i>available at</i> http://livedocs.adobe.com/flash/9.0/UsingFlash/flash_cs3_help.pdf. “To control video playback and provide intuitive controls for users to interact with the video, use the new FLVPlayback component or ActionScript™. . . . Using the FLVPlayback component Lets you quickly add a full-featured FLV or mp3 playback control to your Flash movie and provides support for both progressive downloading and streaming FLV files. FLVPlayback lets you easily create intuitive video controls for users to control video playback”</p> <p><i>See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p>

Claim	Claim Language	Evidence
		In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).
2a	interactively controlling said controllable application on said client workstation via inter-process communications between said browser and said controllable application.	Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) interactively control said controllable application on said client workstation via inter-process communications between said browser and said controllable application. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.

Claim	Claim Language	Evidence
		 <p>The evidence consists of two screenshots from a video advertisement for Adobe Acrobat 9. The top screenshot shows three software boxes: 'ADOBE ACROBAT 9 STANDARD', 'ADOBE ACROBAT 9 PRO', and 'ADOBE ACROBAT 9 PRO EXTENDED'. To the right, the text reads 'ADOBE® ACROBAT® 9 Give your ideas a competitive edge'. A video player interface is overlaid on the right side, with a red box highlighting the 'Show All' option in the context menu. The bottom screenshot shows a close-up of the software boxes with the text 'ADOBE® ACROBAT® 9 Give your ideas a competitiv' and a 'Learn more >' link.</p> <p>Source: Adobe, http://www.adobe.com/.</p>

Claim	Claim Language	Evidence
		<div data-bbox="604 305 1963 641"> <p>ADOBE ACROBAT® 9 Give your ideas a competitive edge</p> <p>Zoom In Zoom Out ✓ Show All Quality ▶ Low Medium ✓ High Print... Settings... About Adobe Flash Player 9...</p> <p>Replay</p> </div> <p>Source: Adobe, http://www.adobe.com/.</p> <div data-bbox="604 755 1963 1156"> <p>ADOBE ACROBAT® 9 Give your ideas a competitive edge</p> <p>Learn more ></p> <p>Replay</p> </div> <p>Source: Adobe, http://www.adobe.com/.</p> <p>Citation 2a(4): FS Command: A Short Introduction, http://www.moock.org/webdesign/flash/fscommand/index.html. "For the purposes of this article,</p>

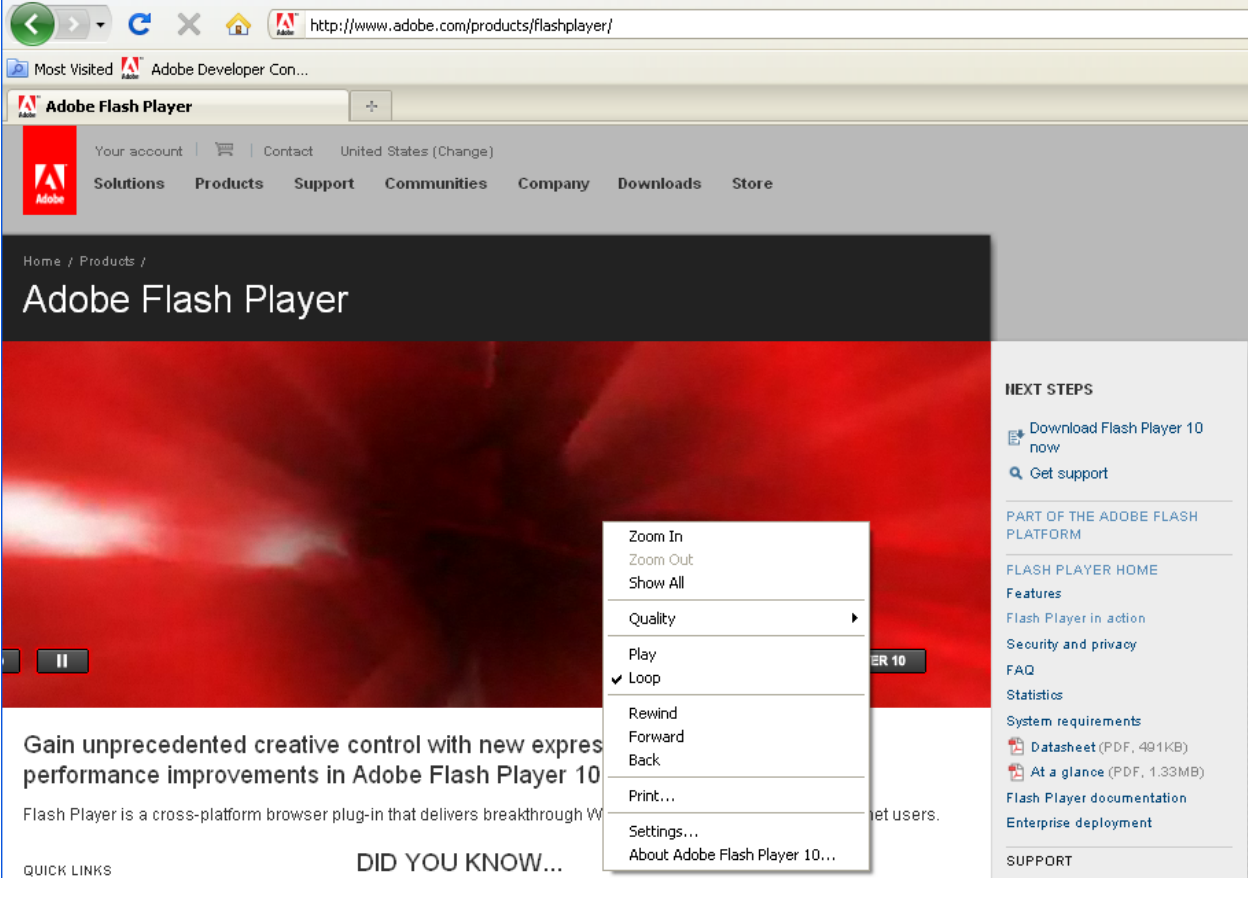
Claim	Claim Language	Evidence
		<p>"fscommand()" refers mainly to Flash -> JavaScript communication (ie. Flash executing javascript statements in a web browser). However, fscommand's scope is actually broader than that. Without going into too much detail, here's a slightly longer description of fscommand():</p> <p>"fscommand()" is the name of a function in Flash that provides communication with a flash movie's host application ("application" means anything that can play Flash media, whether natively, eg. the stand-alone Flash player, or with the use of a plug-in, eg. a web browser). For example, a web-based fscommand() might execute a JavaScript function from a Flash button click. (We'll see later that JavaScript can also control the Flash movie playback.) fscommand() can also communicate with Lingo and can send a limited set of built-in commands to the stand-alone Flash player (eg. "Quit", "FullScreen", "AllowScale", "ShowMenu")."</p> <p>Citation 2a(5): Macromedia Flash - Action Script Dictionary: fscommand, http://www.adobe.com/support/flash/action_scripts/actionscript_dictionary/actionscript_dictionary372.html. "fscommand . . . allows the Flash movie to communicate with either the Flash Player, or the program hosting the Flash Player, such as a Web browser."</p> <p>Citation 2a(6): Flash CS4 Professional ActionScript 3.0 Language Reference, ExternalInterface, http://help.adobe.com/en_US/AS3LCR/Flash_10.0/flash/external/ExternalInterface.html. "The ExternalInterface class is the External API, an application programming interface that enables straightforward communication between ActionScript and the Flash Player container– for example, an HTML page with JavaScript. Adobe recommends using ExternalInterface for all JavaScript-ActionScript communication.</p> <p>You can call an ActionScript function in Flash Player, using JavaScript in the HTML page. The ActionScript function can return a value, and JavaScript receives it immediately as the return value of</p>


Claim	Claim Language	Evidence
		<p>the call.</p> <p style="padding-left: 40px;">This functionality replaces the fscommand() method.”</p> <p>Citation 2a(7): Adobe Flash Lite 2.x and 3.x Adobe ActionScript Language Reference, p. 19-20, <i>available at</i> http://help.adobe.com/en_US/FlashLite/2.0_FlashLiteAPIReference2/flashlite_2.x_3.x_aslr.pdf.</p> <p>“[Fscommand2]ets the SWF file communicate with the Flash Lite player or a host application on a mobile device.</p> <p style="padding-left: 40px;">To use fscommand2() to send a message to the Flash Lite player, you must use predefined commands and parameters. See the "fscommand2 Commands" section under "ActionScript language elements" for the values you can specify for the fscommand() function's commands and parameters. These values control SWF files that are playing in the Flash Lite player.</p> <p style="padding-left: 40px;">The fscommand2() function is similar to the fscommand() function, with the following differences . . . Flash Lite executes fscommand2() immediately (in other words, within the frame), whereas fscommand() is executed at the end of the frame being processed.”</p> <p>Citation 2a(8): An Example of Communication between JavaScript and Adobe Flash Player, http://kb2.adobe.com/cps/156/tn_15683.html. “The ExternalInterface class is the External API, an application programming interface that enables straightforward communication between ActionScript and the Flash Player container; for example, an HTML page with JavaScript, or a desktop application with Flash Player embedded.</p> <p style="padding-left: 40px;">Use of ExternalInterface is recommended for JavaScript-ActionScript communication over the use of fscommand(), CallFrame() and CallLabel().</p> <p style="padding-left: 40px;">From ActionScript, you can call any JavaScript function on the HTML page, passing any number</p>

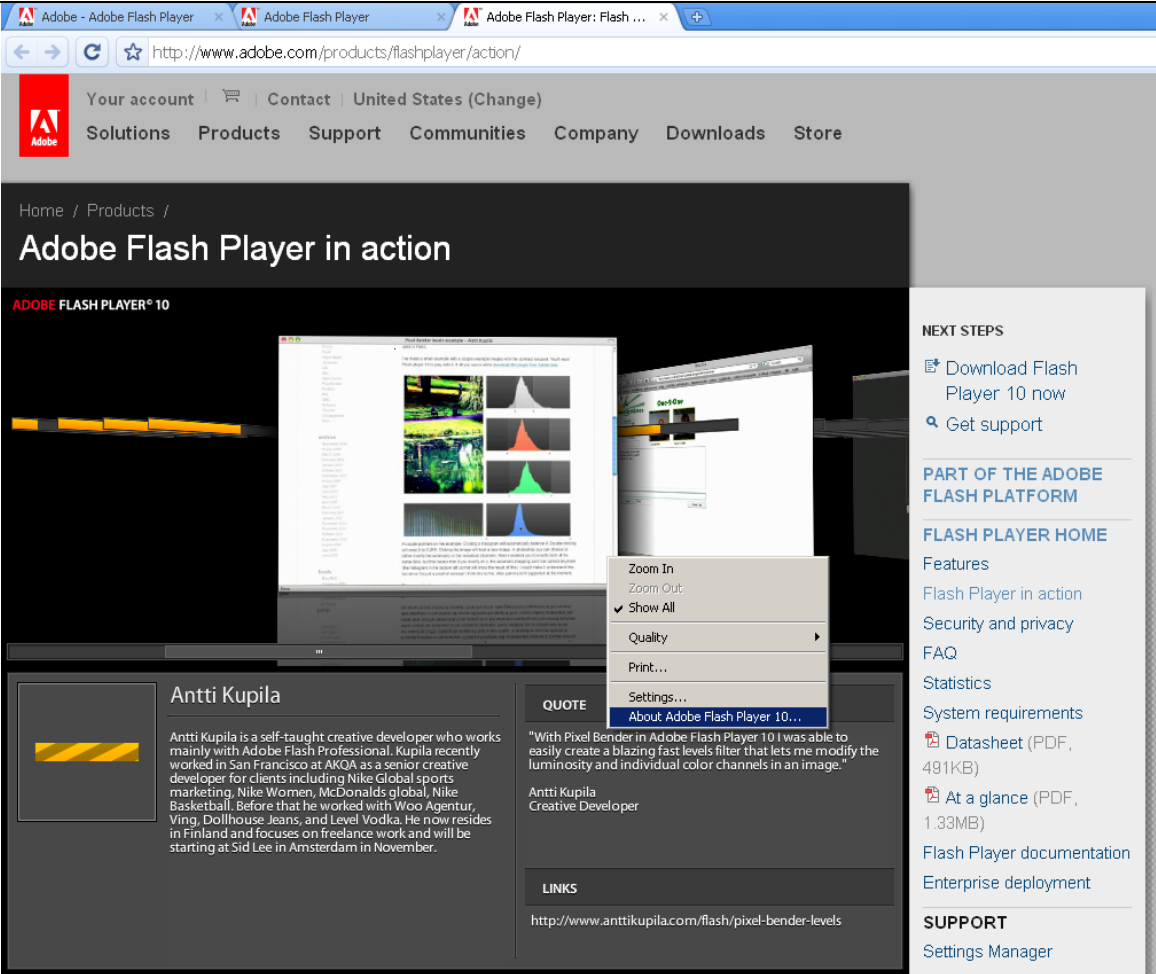
Claim	Claim Language	Evidence
		<p>of arguments of any data type, and receive a return value from the call.</p> <p>From JavaScript on the HTML page, you can call an ActionScript function in Flash Player. The ActionScript function can return a value, and JavaScript receives it immediately as the return value of the call."</p> <p><i>See also:</i> Chris Grier et al., 1, How I Learned to Stop Worrying and Love Plugins, <i>available at</i> http://w2spconf.com/2009/papers/s1p1.pdf ("To interact with the browser, plugins use a plugin API, such as the NPAPI [9], supported by the browser."); NAPI - Wikipedia, http://en.wikipedia.org/wiki/NPAPI ("Netscape Plugin Application Programming Interface (NPAPI) is a cross-platform plugin architecture used by many web browsers. It was first developed for the Netscape family of browsers starting with Netscape Navigator 2.0 but has subsequently been implemented in other browsers including Mozilla Application Suite, Mozilla Firefox, Safari, Opera, Konqueror, Google Chrome, and some older versions of Microsoft Internet Explorer.").</p>

Claim	Claim Language	Evidence
		<p><i>See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
3	<p>The method of claim 2, wherein the communications to interactively control said controllable application continue to be exchanged between the controllable application and the browser even after the controllable application program has been launched.</p>	<p>In addition to the direct infringement of this claim shown in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) - Adobe also indirectly, by induced and/or contributory infringement, infringes all elements of this claim set forth below through its authoring tools, including but not limited to:</p> <ul style="list-style-type: none"> • Flash Professional • Flash Platform • Creative Suite 4 Production Premium • Creative Suite 4 Design Premium • Creative Suite 4 Web Premium • Creative Suite 4 Web Standard • Creative Suite 4 Master Collection • Flex • Director • Dreamweaver • Indesign CS4 <p>and any other tools used to create flash or similar content.</p>

Claim	Claim Language	Evidence
		<p>For example, users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) perform the method of claim 2, wherein the communications to interactively control said controllable application continue to be exchanged between the controllable application and the browser even after the controllable application program has been launched. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p>

Claim	Claim Language	Evidence
		 <p>Source: Adobe Flash Player, http://www.adobe.com/products/flashplayer/.</p>

Claim	Claim Language	Evidence
		 <p data-bbox="604 662 1157 695">Source: Adobe, http://www.adobe.com/.</p>

Claim	Claim Language	Evidence
		 <p data-bbox="611 1230 1501 1315">Want to experience the power of Adobe® Flash® Player software for yourself? This collection of sites shows you some of the innovative ways in which developers are creating rich, expressive content for Flash Player today.</p> <p data-bbox="611 1356 2009 1388">Source: Adobe Flash Player: Flash Player in Action,</p>

* Allegation not limited to the browser in use
Austin 54919v3

Claim	Claim Language	Evidence
		<p>http://www.adobe.com/products/flashplayer/action/.</p> <p><i>See the evidence and information cited for the claim elements 1g and 2a supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
4pre	A method for running an application program in a computer network environment, comprising:	<p>In addition to the direct infringement of this claim shown in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) - Adobe also indirectly, by induced and/or contributory infringement, infringes all elements of this claim set forth below through its authoring tools, including but not limited to:</p> <ul style="list-style-type: none"> • Flash Professional • Flash Platform • Creative Suite 4 Production Premium • Creative Suite 4 Design Premium • Creative Suite 4 Web Premium • Creative Suite 4 Web Standard • Creative Suite 4 Master Collection • Flex • Director • Dreamweaver • Indesign CS4

Claim	Claim Language	Evidence
		<p>and any other tools used to create flash or similar content.</p> <p>For example, users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) run an application program in a computer network environment. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 1pre supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
4a	<p>providing at least one client workstation and one network server coupled to said network environment, wherein said network</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) operate in an environment with at least one client workstation and one network server coupled to said network environment, wherein said network environment is a distributed hypermedia environment. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 1a supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-</i></p>

Claim	Claim Language	Evidence
	environment is a distributed hypermedia environment;	<p><i>based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
4b	executing, at said client workstation, a browser application, that parses a first distributed hypermedia document to identify text formats included in said distributed hypermedia document and for responding to predetermined text formats to initiate processing specified by said text formats;	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) execute, at said client workstation, a browser application, that parses a first distributed hypermedia document to identify text formats included in said distributed hypermedia document and for responding to predetermined text formats to initiate processing specified by said text formats. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 1b supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>

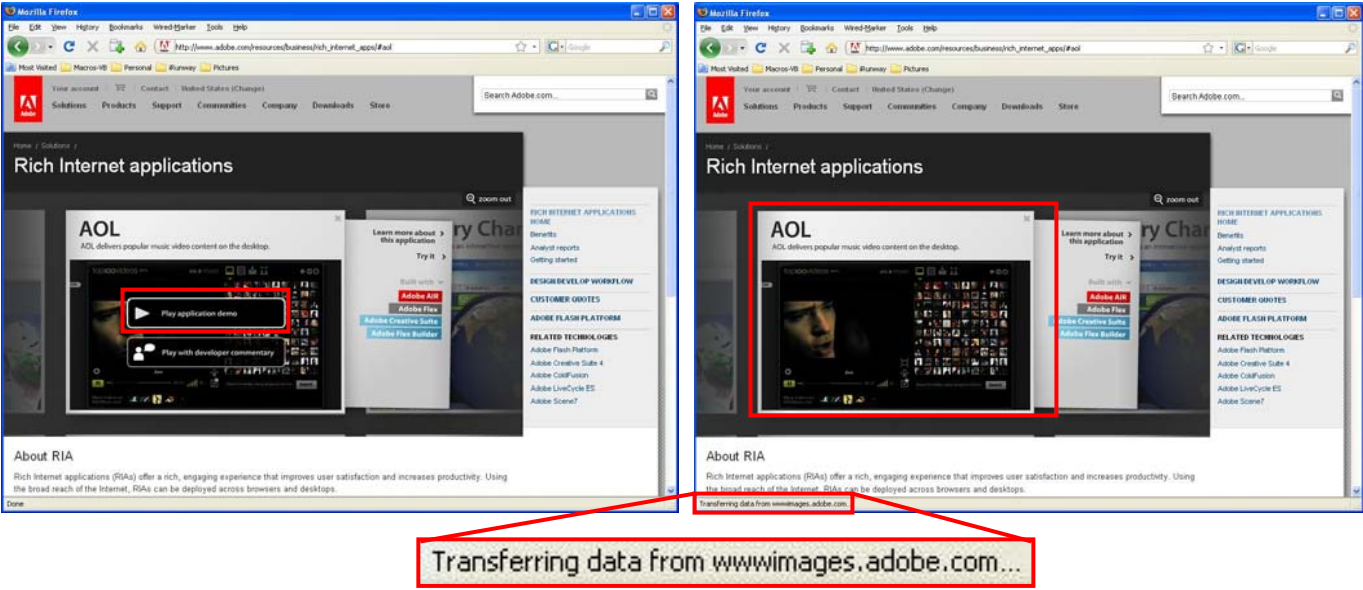
Claim	Claim Language	Evidence
4c	utilizing said browser to display, on said client workstation, at least a portion of a first hypermedia document received over said network from said server, wherein the portion of said first hypermedia document is displayed within a first browser-controlled window on said client workstation,	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) utilize said browser to display, on said client workstation, at least a portion of a first hypermedia document received over said network from said server, wherein the portion of said first hypermedia document is displayed within a first browser-controlled window on said client workstation. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 1c supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
4d	wherein said first distributed hypermedia document includes	Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) operate in an environment where said first distributed hypermedia document includes an embed text format, located at a first location in said first distributed hypermedia document, that specifies the location of at least a portion of an object external

Claim	Claim Language	Evidence
	<p>an embed text format, located at a first location in said first distributed hypermedia document, that specifies the location of at least a portion of an object external to the first distributed hypermedia document,</p>	<p>to the first distributed hypermedia document. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 1d supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
<p>4e</p>	<p>wherein said object has type information associated with it utilized by said browser to identify and locate an executable application external to the first</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) operate in an environment where said object has type information associated with it utilized by said browser to identify and locate an executable application external to the first distributed hypermedia document. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 1e supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-</i></p>

Claim	Claim Language	Evidence
	distributed hypermedia document,	<p><i>based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
4f	and wherein said embed text format is parsed by said browser to automatically invoke said executable application to execute on said client workstation in order to display said object	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) operate in an environment where said embed text format is parsed by said browser to automatically invoke said executable application to execute on said client workstation in order to display said object. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 1f supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
4g	and enable interactive processing of said object within a display area	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) enable interactive processing of said object within a display area created at said first location within the portion of said first distributed hypermedia document being displayed in said first browser-controlled window. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them</p>

Claim	Claim Language	Evidence
	<p>created at said first location within the portion of said first distributed hypermedia document being displayed in said first browser-controlled window.</p>	<p>to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 1g supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
4h	<p>wherein said executable application is a controllable application and further comprising the step of:</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) operate in an environment where said executable application is a controllable application. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 2pre supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
4i	interactively	Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting

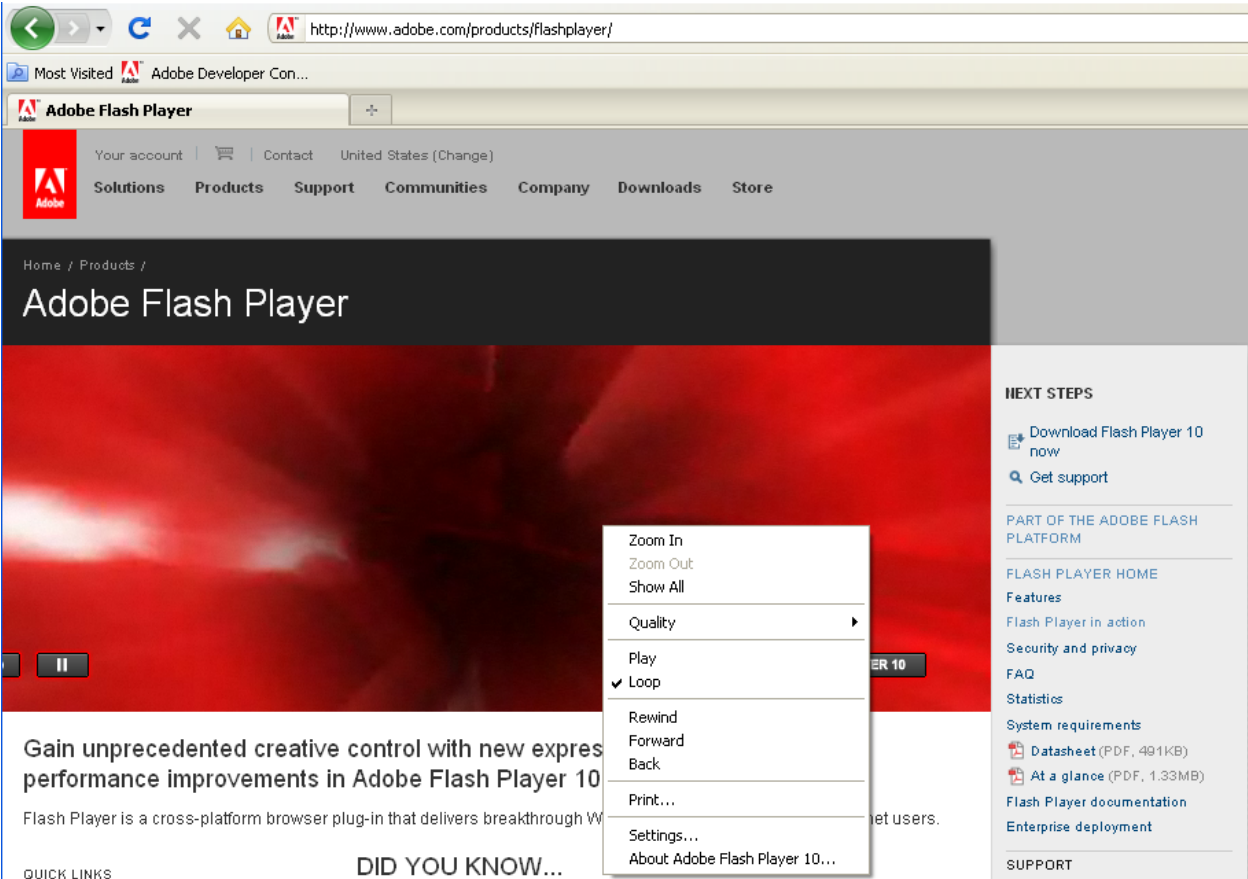
Claim	Claim Language	Evidence
	<p>controlling said controllable application on said client workstation via inter-process communications between said browser and said controllable application;</p>	<p>the Flash authoring tools (and/or the combination thereof) interactively control said controllable application on said client workstation via inter-process communications between said browser and said controllable application. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 2a supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
4j	<p>wherein the communications to interactively control said controllable application continue to be exchanged between the controllable application and the browser even after the controllable application program</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) operate in an environment where the communications to interactively control said controllable application continue to be exchanged between the controllable application and the browser even after the controllable application program has been launched. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 3 supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p>

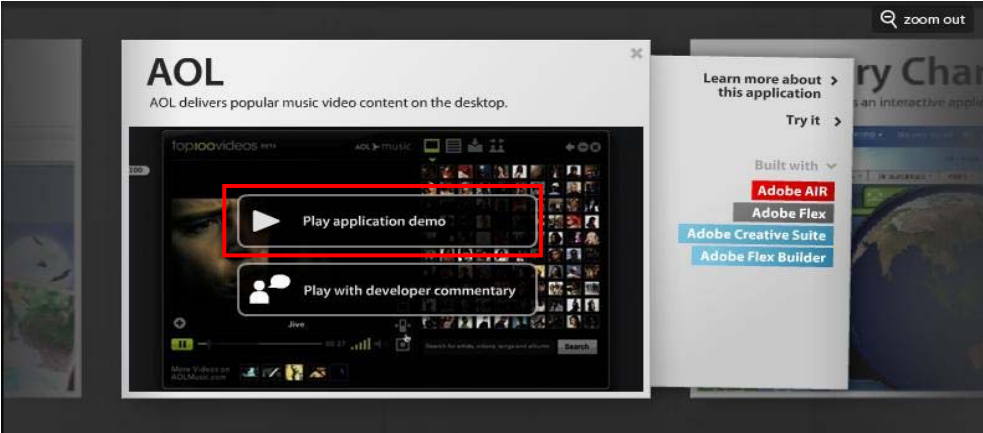
Claim	Claim Language	Evidence
	has been launched; and	In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).
4k	wherein additional instructions for controlling said controllable application reside on said network server, wherein said step of interactively controlling said controllable application includes the following substeps:	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) operate in an environment where additional instructions for controlling said controllable application reside on said network server. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p>  <p>Source: Adobe - Rich Internet applications, http://www.adobe.com/resources/business/rich_internet_apps/#aol.</p>

* Allegation not limited to the browser in use
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Claim	Claim Language	Evidence
		<p>Citation 4k(2): Dynamic Streaming on demand with Flash Media Server 3.5, http://www.adobe.com/devnet/flashmediaserver/articles/dynstream_on_demand.html. “Ideally, this bandwidth limit should be set to a value slightly above the maximum bit rate of the streams being sent. . . . This can either be set in Application.xml at the server or, better yet, set on the NetConnection object from the client-side application, as the following examples show.”</p> <p>Citation 4k(3): Dynamic Streaming in Flash Media Server 3.5 - Part 1: Overview of new capabilities, http://www.adobe.com/devnet/flashmediaserver/articles/dynstream_advanced_pt1_04.html. “Flash Media Server handles the actual switching of the streams for the user based on the client-originated request to do so. Once the server receives the request to switch the user's stream to a different stream (bandwidth), it will wait a short period for the optimal point to switch with minimal playback impact to the user.”</p> <p>Citation 4k(4): Flash User's Guide, p. 303. “In streaming, each Flash client opens a persistent connection to the FlashMedia Server, and a controlled relationship exists between the video being delivered and the client interaction. FlashMedia Server uses bandwidth detection to deliver video or audio content based on the user's available bandwidth.”</p> <p>Citation 4k(5): Video Learning Guide for Flash: Progressive and streaming video, http://www.adobe.com/devnet/flash/learning_guide/video/part02.html. “The most complete, consistent, and robust delivery option is to stream video and audio files from a server running Flash Media Server. In streaming, each client opens a persistent connection back to the video server, and there is a tight relationship between the video being delivered and the client interaction. This approach lets you deliver features such as bandwidth detection to serve up the right size video, quality of service</p>

Claim	Claim Language	Evidence
		<p>metrics, detailed tracking and reporting statistics, and a whole range of interactive features along with the video experience.”</p> <p>Citation 4k(6): Flash Media Server, Client-server script interdependence, http://livedocs.adobe.com/fms/2/docs/00000107.html. “Because the client-side and server-side ActionScript code are part of the same application, they must work interdependently. One example of the interdependency between the client and server code is the server-side ActionScript call() method, which acts differently according to which object it is associated with--a client-side NetConnection object or a server-side Client object.”</p> <p>Citation 4k(7): Introduction to Flash Remoting with .NET, http://www.adobe.com/devnet/flashremoting/articles/intro_fremoting_net_03.html (instructing how to create instances and register server control with Flash Remoting on a website). “To create a separate website or directory that uses Flash Remoting, open a new site with Internet Information Server and copy the contents of flashremoting/bin into the new website’s bin directory. This will copy the server control and registration information that Flash Remoting needs to work.”</p> <p><i>See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
4I	issuing, from the	Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting

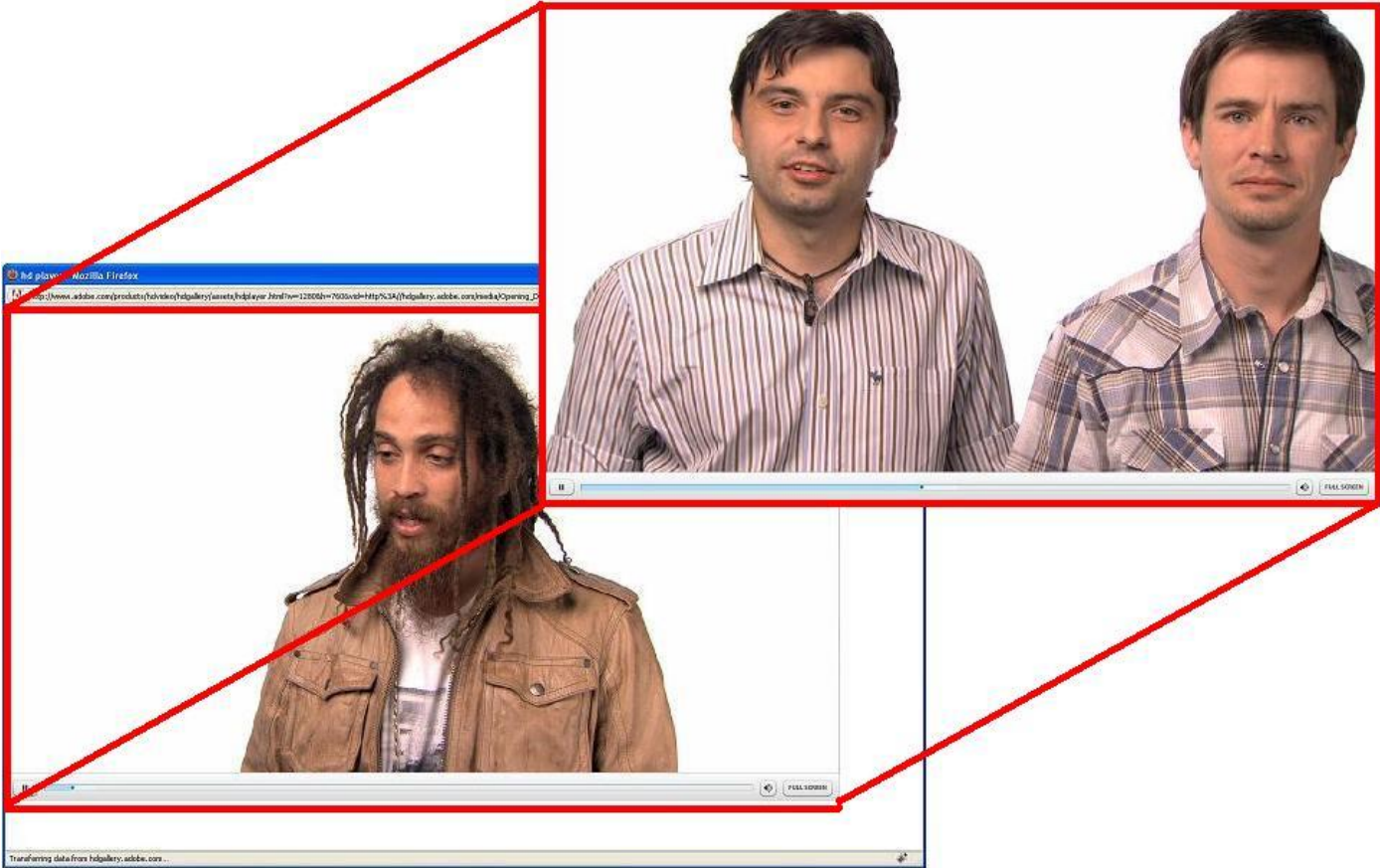
Claim	Claim Language	Evidence
	<p>client workstation, one or more commands to the network server;</p>	<p>the Flash authoring tools (and/or the combination thereof) issue, from the client workstation, one or more commands to the network server. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> 

Claim	Claim Language	Evidence
		<p>Source: Adobe Flash Player, http://www.adobe.com/products/flashplayer/.</p>  <p>Source: Adobe - Rich Internet Applications, http://www.adobe.com/resources/business/rich_internet_apps/#aol.</p> <p>Source: Adobe - Rich Internet Applications, http://www.adobe.com/resources/business/rich_internet_apps/#aol.</p> <p>Citation 4I(4): Adobe Flex 3 Help - Building a Telnet Client, http://livedocs.adobe.com/flex/3/html/help.html?content=17_Networking_and_communications_8.html. "The Telnet example demonstrates techniques for connecting with a remote server and transmitting data using the Socket class. The example demonstrates the following techniques: . . . Sending text to the remote server using a ByteArray object."</p>

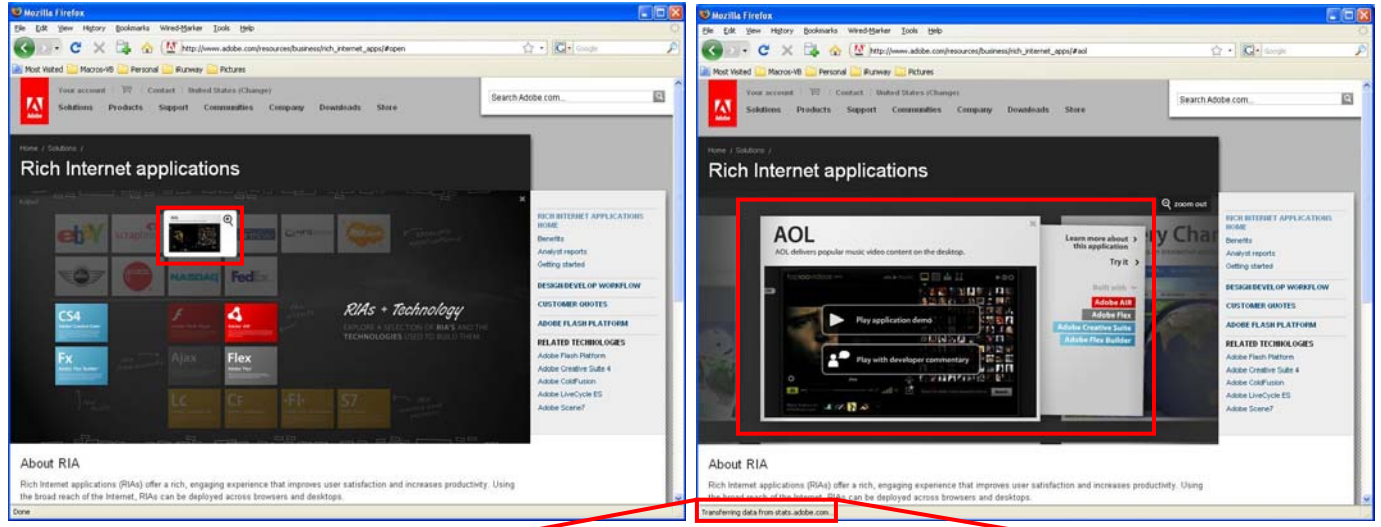
Claim	Claim Language	Evidence
		<p>Citation 4I(5): Dreamweaver 8 Help - Sending the delete command to the server (ASP and JSP), http://livedocs.adobe.com/dreamweaver/8/using/44_rad21.htm (instructing how to create a user-clickable button that sends a delete command to a server).</p> <p>Citation 4I(6): Dynamic streaming on demand with Flash Media Server 3.5, http://www.adobe.com/devnet/flashmediaserver/articles/dynstream_on_demand.html. "For a faster switch with optimal keyframe interval and client-side buffer, when Flash Media Server (FMS) receives a "switch" command, the server waits for a keyframe to switch to the new stream. FMS looks for the keyframes in the new stream in chunks equal to the client's buffer size (NetStream.bufferTime), so having a client buffer larger than the keyframe interval of the stream would help with a fast switch response time from the server—in other words, a shorter delay between a "switch" call to the server and the client receiving bits from the new stream in response."</p> <p>Citation 4I(7): Adobe Flash Media Server 3.5, Developer Guide, p. 47, <i>available at</i> http://help.adobe.com/en_US/FlashMediaServer/3.5_Deving/flashmediaserver_3.5_dev_guide.pdf. "The client should initiate bandwidth detection after successfully connecting to the server. To start bandwidth detection, call NetConnection.call (), passing it the special command checkBandwidth. No server-side code is needed."</p> <p>Citation 4I(8): Adobe Flash Media Server 3.5, Developer Guide, p. 48, <i>available at</i> http://help.adobe.com/en_US/FlashMediaServer/3.5_Deving/flashmediaserver_3.5_dev_guide.pdf. (instructing how to create an application to detect bandwidth) "Create an ActionScript 3.0 class that handles events and calls bandwidth detection on the server. It must implement the onBWCheck and</p>

Claim	Claim Language	Evidence
		<p>onBWDone functions: [code provided.]</p> <p>The onBWCheck() function is required by native bandwidth detection. It takes an argument, ...rest. The function must return a value, even if the value is 0, to indicate to the server that the client has received the data.”</p> <p>Citation 4I(9): Dynamic Streaming in Flash Media Server 3.5 - Part 1: Overview of new capabilities, http://www.adobe.com/devnet/flashmediaserver/articles/dynstream_advanced_pt1_04.html. “Flash Media Server handles the actual switching of the streams for the user based on the client-originated request to do so. Once the server receives the request to switch the user's stream to a different stream (bandwidth), it will wait a short period for the optimal point to switch with minimal playback impact to the user.”</p> <p>Citation 4I(10): Introducing the Adobe Flash Platform, http://www.adobe.com/devnet/flashplatform/articles/flashplatform_overview.html. “A web application installed on the application server handles the requests from Flash Player or AIR runtime clients; it invokes the right method of the right server-side class, handles deserialization of any data passed to the method and conversion to the corresponding server-side data types, and then for any return data, does the corresponding conversion back to ActionScript data types and serialization of the data, and sends the result back to the Flash Platform client.</p> <p>In addition to using these remote procedure call methods to make requests or push data to servers, you can also use messaging to pull data from servers.”</p> <p>Citation 4I(11): Creating Data-driven application prototypes with Dreamweaver and Flash, http://www.adobe.com/devnet/dreamweaver/articles/dreamweaver_flash_prototype_04.html.</p>

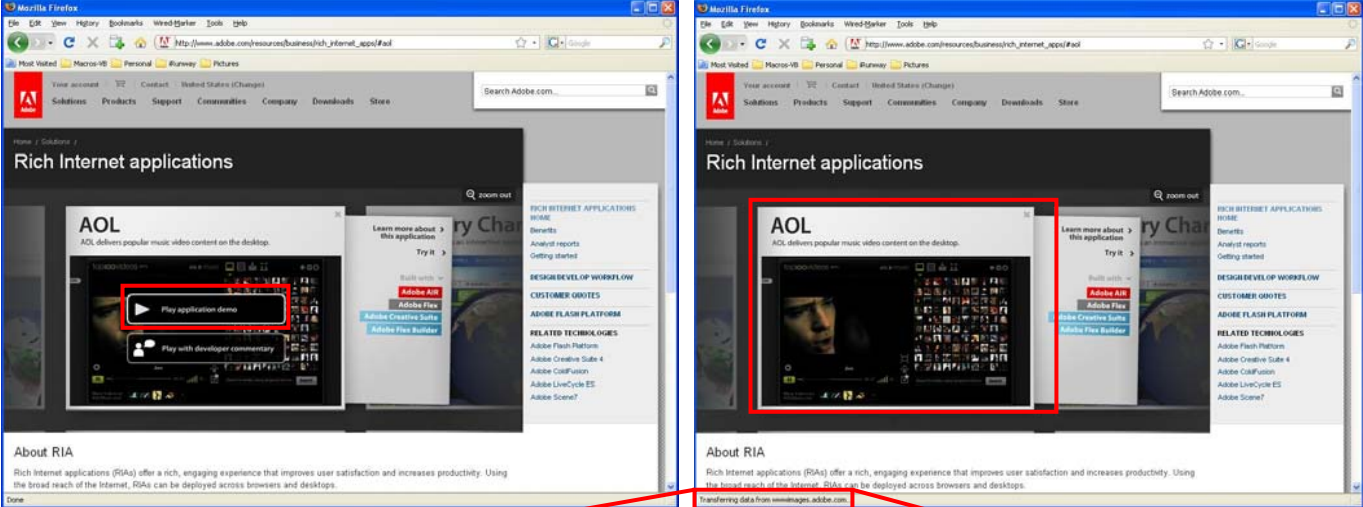
Claim	Claim Language	Evidence
		<p>“The catalog XML content defines a list of templates, each with a type and id value corresponding to the ones given in the table above. The Flash application will use the XML list to request template data from the server as needed.”</p> <p>Citation 4I(12): Creating Data-driven application prototypes with Dreamweaver and Flash, http://www.adobe.com/devnet/dreamweaver/articles/dreamweaver_flash_prototype_04.html. “The catalog XML content defines a list of templates, each with a type and id value corresponding to the ones given in the table above. The Flash application will use the XML list to request template data from the server as needed.”</p>

Claim	Claim Language	Evidence
		 <p data-bbox="604 1133 1927 1166">Source: Adobe Developer Video, available at http://www.adobe.com/products/hdvideo/hdgallery/.</p> <p data-bbox="604 1227 2003 1308"><i>See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p data-bbox="604 1373 2003 1406">In addition, as set forth above, the Adobe players also infringe this element directly and indirectly</p>

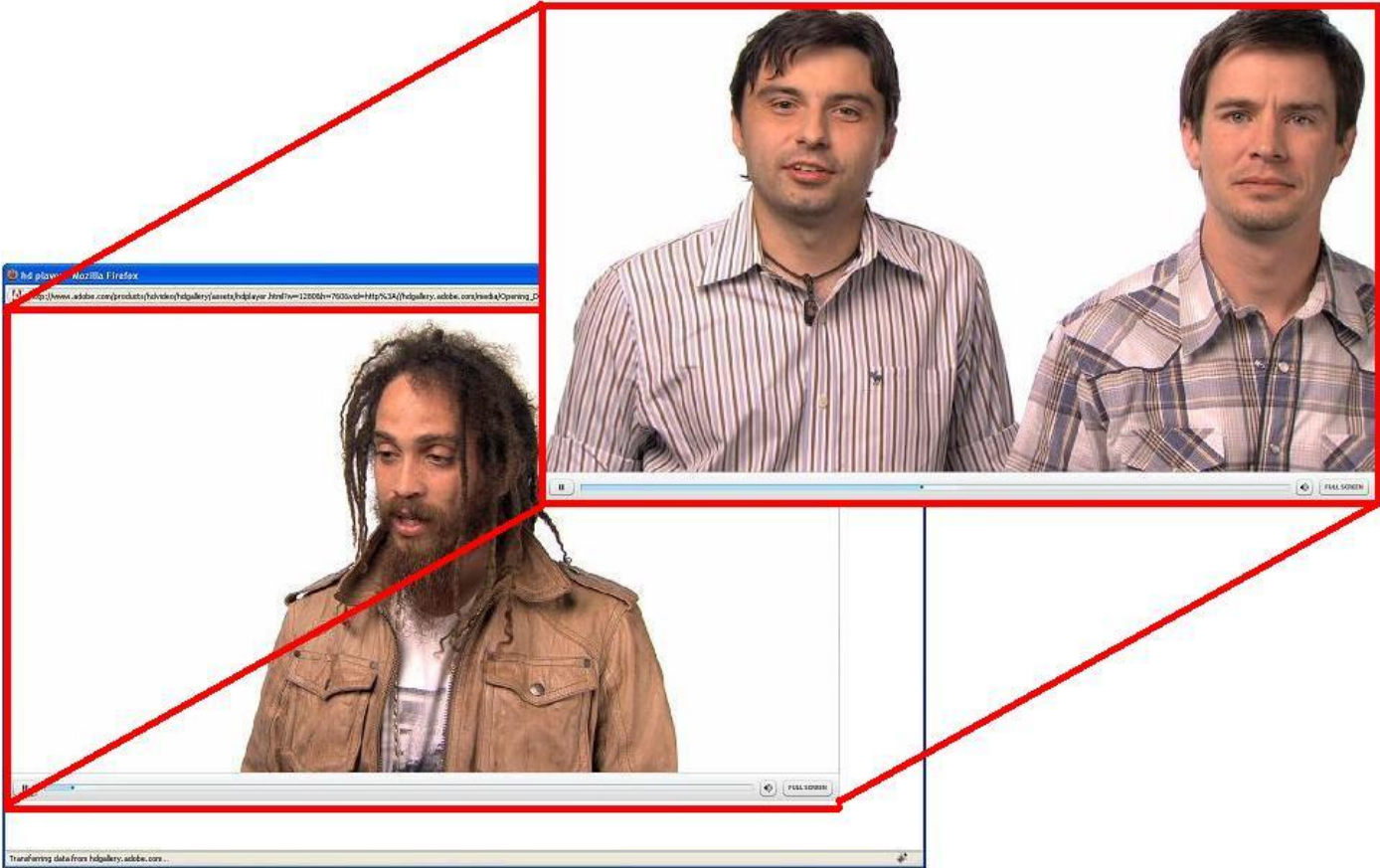
Claim	Claim Language	Evidence
		(through contributory and/or induced infringement).
4m	executing, on the network server, one or more instructions in response to said commands;	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) execute, on the network server, one or more instructions in response to said commands. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p>Citation 4m(1): Dynamic Streaming in Flash Media Server 3.5 - Part 1: Overview of new capabilities, http://www.adobe.com/devnet/flashmediaserver/articles/dynstream_advanced_pt1_04.html. “Flash Media Server handles the actual switching of the streams for the user based on the client-originated request to do so. Once the server receives the request to switch the user’s stream to a different stream (bandwidth), it will wait a short period for the optimal point to switch with minimal playback impact to the user.”</p> <p>Citation 4m(2): Introducing the Adobe Flash Platform, http://www.adobe.com/devnet/flashplatform/articles/flashplatform_overview.html. “A web application installed on the application server handles the requests from Flash Player or AIR runtime clients; it invokes the right method of the right server-side class, handles deserialization of any data passed to the method and conversion to the corresponding server-side data types, and then for any return data, does the corresponding conversion back to ActionScript data types and serialization of the data, and sends the result back to the Flash Platform client.</p> <p>In addition to using these remote procedure call methods to make requests or push data to servers, you can also use messaging to pull data from servers.”</p>

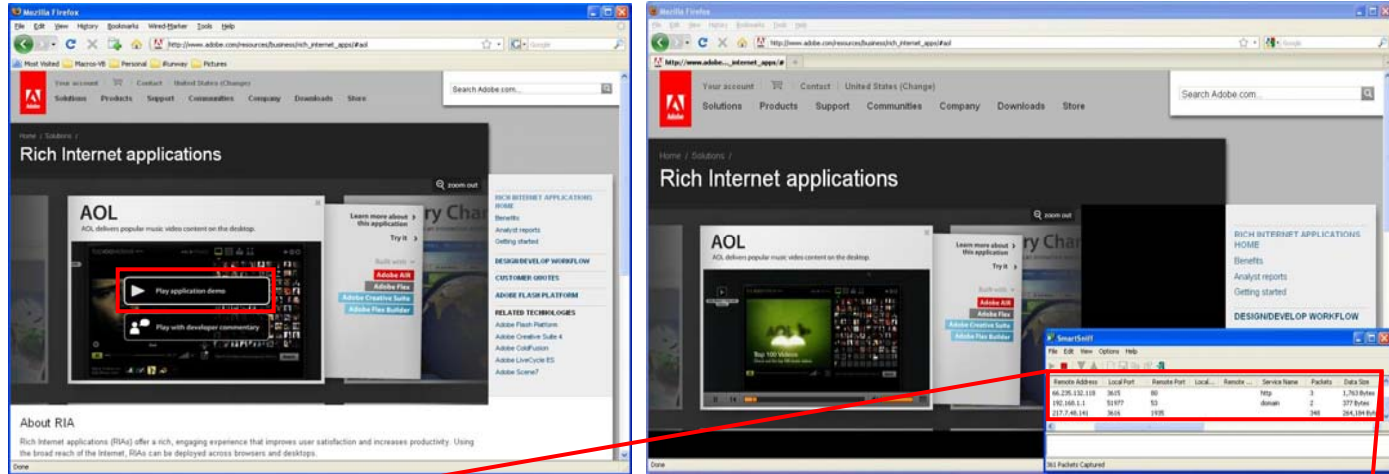
Claim	Claim Language	Evidence
		 <p data-bbox="1037 829 1713 898">Transferring data from stats.adobe.com...</p> <p data-bbox="604 915 1997 995">Source: Adobe - Rich Internet applications, http://www.adobe.com/resources/business/rich_internet_apps/#aol.</p>

* Allegation not limited to the browser in use
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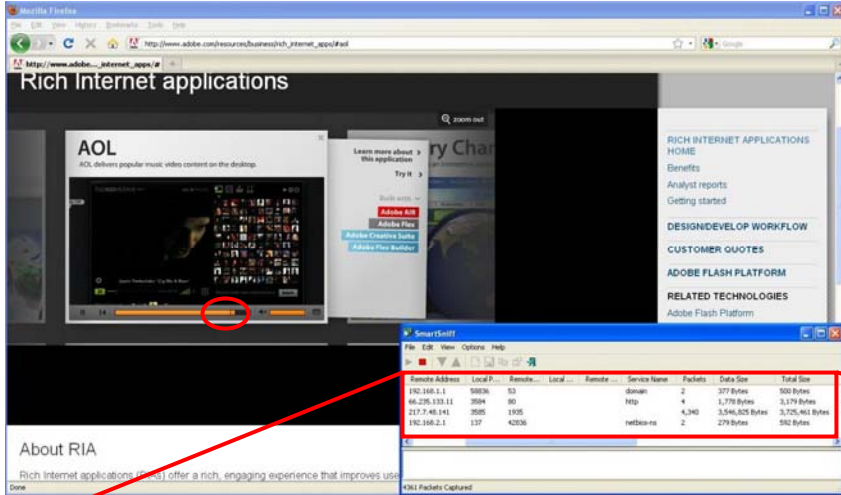
Claim	Claim Language	Evidence
		 <p data-bbox="611 846 1997 922">Source: Adobe - Rich Internet applications, http://www.adobe.com/resources/business/rich_internet_apps/#aol.</p> <p data-bbox="611 987 1997 1360">Citation 4m(5): Dynamic streaming on demand with Flash Media Server 3.5, http://www.adobe.com/devnet/flashmediaserver/articles/dynstream_on_demand.html. "For a faster switch with optimal keyframe interval and client-side buffer, when Flash Media Server (FMS) receives a "switch" command, the server waits for a keyframe to switch to the new stream. FMS looks for the keyframes in the new stream in chunks equal to the client's buffer size (NetStream.bufferTime), so having a client buffer larger than the keyframe interval of the stream would help with a fast switch response time from the server—in other words, a shorter delay between a "switch" call to the server and the client receiving bits from the new stream in response."</p>

Claim	Claim Language	Evidence
		<p>Citation 4m(6): Adobe Flash Media Server 3.5, Developer Guide, p. 48, <i>available at</i> http://help.adobe.com/en_US/FlashMediaServer/3.5_Deving/flashmediaserver_3.5_dev_guide.pdf (instructing how to create an application to detect bandwidth by calling from the client to the server).</p> <p>“Create an ActionScript 3.0 class that handles events and calls bandwidth detection on the server. It must implement the onBWCheck and onBWDone functions: [code provided].</p> <p style="padding-left: 40px;">The onBWCheck() function is required by native bandwidth detection. It takes an argument, ...rest. The function must return a value, even if the value is 0, to indicate to the server that the client has received the data.”</p>

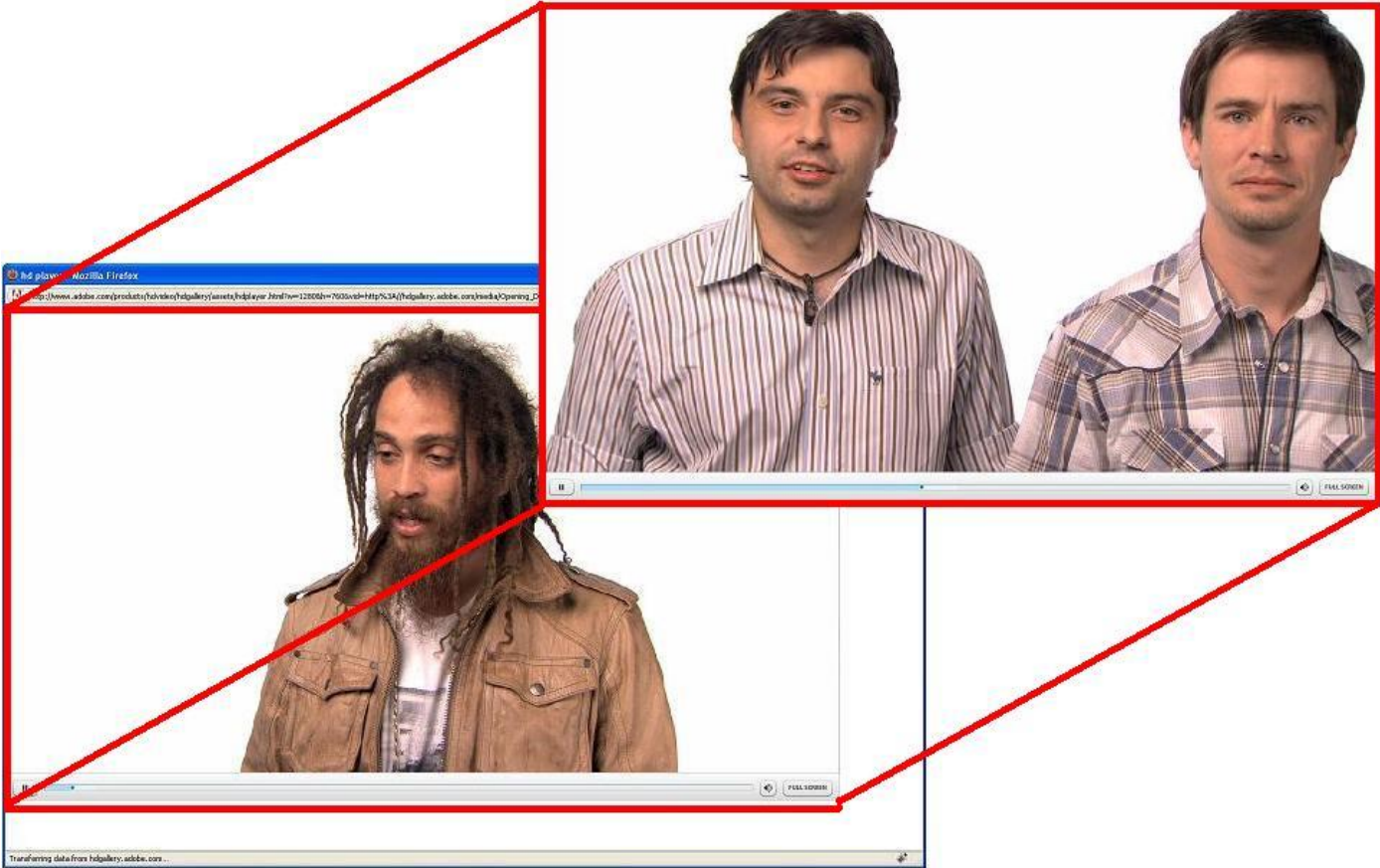
Claim	Claim Language	Evidence
		 <p data-bbox="604 1133 1927 1166">Source: Adobe Developer Video, available at http://www.adobe.com/products/hdvideo/hdgallery/.</p> <p data-bbox="604 1230 2003 1312"><i>See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p data-bbox="604 1377 2003 1409">In addition, as set forth above, the Adobe players also infringe this element directly and indirectly</p>

Claim	Claim Language	Evidence																																
		(through contributory and/or induced infringement).																																
4n	sending information from said network server to said client workstation in response to said executed instructions;	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) send information from said network server to said client workstation in response to said executed instructions. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p>  <table border="1" data-bbox="741 1101 1963 1250"> <thead> <tr> <th>Remote Address</th> <th>Local Port</th> <th>Remote Port</th> <th>Local...</th> <th>Remote ...</th> <th>Service Name</th> <th>Packets</th> <th>Data Size</th> </tr> </thead> <tbody> <tr> <td>66.235.132.118</td> <td>3615</td> <td>80</td> <td></td> <td></td> <td>http</td> <td>3</td> <td>1,763 Bytes</td> </tr> <tr> <td>192.168.1.1</td> <td>51977</td> <td>53</td> <td></td> <td></td> <td>domain</td> <td>2</td> <td>377 Bytes</td> </tr> <tr> <td>217.7.48.141</td> <td>3616</td> <td>1935</td> <td></td> <td></td> <td></td> <td>348</td> <td>264,184 Bytes</td> </tr> </tbody> </table> <p>Sources:</p> <ol style="list-style-type: none"> 1) http://www.adobe.com/resources/business/rich_internet_apps/#aol 2) Smartsniff, a network monitoring utility for capturing TCP/IP packets transferred between client workstation and network server. 	Remote Address	Local Port	Remote Port	Local...	Remote ...	Service Name	Packets	Data Size	66.235.132.118	3615	80			http	3	1,763 Bytes	192.168.1.1	51977	53			domain	2	377 Bytes	217.7.48.141	3616	1935				348	264,184 Bytes
Remote Address	Local Port	Remote Port	Local...	Remote ...	Service Name	Packets	Data Size																											
66.235.132.118	3615	80			http	3	1,763 Bytes																											
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Austin 54919v3

Claim	Claim Language	Evidence																																													
		 <table border="1" data-bbox="611 813 2009 1008"> <thead> <tr> <th>Remote Address</th> <th>Local P...</th> <th>Remote...</th> <th>Local ...</th> <th>Remote ...</th> <th>Service Name</th> <th>Packets</th> <th>Data Size</th> <th>Total Size</th> </tr> </thead> <tbody> <tr> <td>192.168.1.1</td> <td>58836</td> <td>53</td> <td></td> <td></td> <td>domain</td> <td>2</td> <td>377 Bytes</td> <td>500 Bytes</td> </tr> <tr> <td>66.235.133.11</td> <td>3584</td> <td>80</td> <td></td> <td></td> <td>http</td> <td>4</td> <td>1,778 Bytes</td> <td>3,179 Bytes</td> </tr> <tr> <td>217.7.48.141</td> <td>3585</td> <td>1935</td> <td></td> <td></td> <td></td> <td>4,340</td> <td>3,546,825 Bytes</td> <td>3,725,461 Bytes</td> </tr> <tr> <td>192.168.2.1</td> <td>137</td> <td>42836</td> <td></td> <td></td> <td>netbios-ns</td> <td>2</td> <td>279 Bytes</td> <td>592 Bytes</td> </tr> </tbody> </table> <p>Sources:</p> <ol style="list-style-type: none"> 1) http://www.adobe.com/resources/business/rich_internet_apps/#aol 2) SmartSniff, a network monitoring utility for capturing TCP/IP packets transferred between client workstation and network server. <p>Citation 4n(3): Adobe Flash Media Server 3.5, Developer Guide, p. 48, available at http://help.adobe.com/en_US/FlashMediaServer/3.5_Deving/flashmediaserver_3.5_dev_guide.pdf (instructing how to create an application to detect bandwidth). "Create an ActionScript 3.0 class that</p>	Remote Address	Local P...	Remote...	Local ...	Remote ...	Service Name	Packets	Data Size	Total Size	192.168.1.1	58836	53			domain	2	377 Bytes	500 Bytes	66.235.133.11	3584	80			http	4	1,778 Bytes	3,179 Bytes	217.7.48.141	3585	1935				4,340	3,546,825 Bytes	3,725,461 Bytes	192.168.2.1	137	42836			netbios-ns	2	279 Bytes	592 Bytes
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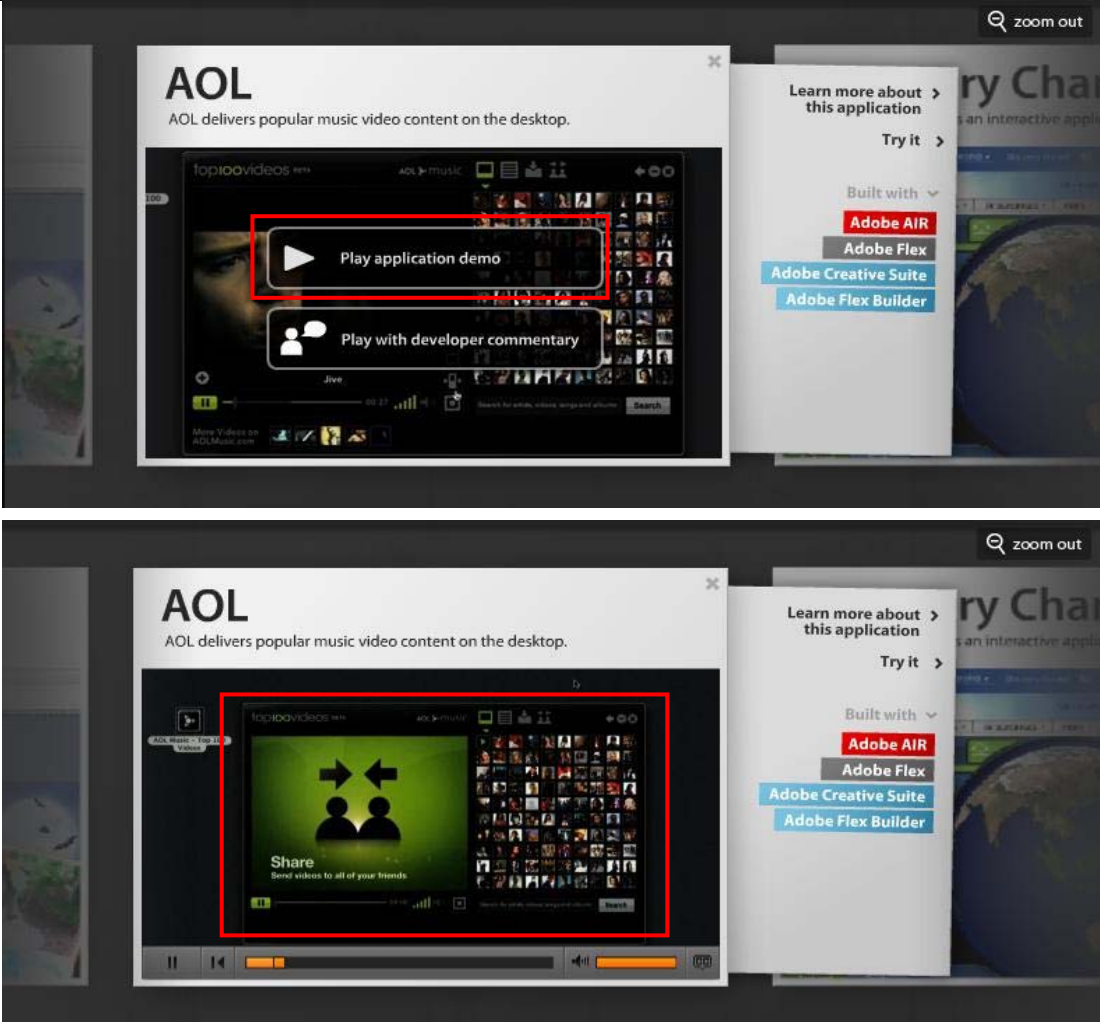
Claim	Claim Language	Evidence
		<p>handles events and calls bandwidth detection on the server. It must implement the onBWCheck and onBWDone functions: [code provided.]</p> <p>The onBWCheck() function is required by native bandwidth detection. It takes an argument, ...rest. The function must return a value, even if the value is 0, to indicate to the server that the client has received the data.”</p> <p>Citation 4n(4): Dynamic Streaming in Flash Media Server 3.5 - Part 1: Overview of new capabilities, http://www.adobe.com/devnet/flashmediaserver/articles/dynstream_advanced_pt1_04.html. “Flash Media Server handles the actual switching of the streams for the user based on the client-originated request to do so. Once the server receives the request to switch the user's stream to a different stream (bandwidth), it will wait a short period for the optimal point to switch with minimal playback impact to the user.”</p> <p>Citation 4n(5): Introducing the Adobe Flash Platform, http://www.adobe.com/devnet/flashplatform/articles/flashplatform_overview.html. “A web application installed on the application server handles the requests from Flash Player or AIR runtime clients; it invokes the right method of the right server-side class, handles deserialization of any data passed to the method and conversion to the corresponding server-side data types, and then for any return data, does the corresponding conversion back to ActionScript data types and serialization of the data, and sends the result back to the Flash Platform client.</p> <p>In addition to using these remote procedure call methods to make requests or push data to servers, you can also use messaging to pull data from servers.”</p>

Claim	Claim Language	Evidence
		 <p data-bbox="604 1133 1927 1166">Source: Adobe Developer Video, available at http://www.adobe.com/products/hdvideo/hdgallery/.</p> <p data-bbox="604 1230 2003 1312"><i>See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p data-bbox="604 1377 2003 1409">In addition, as set forth above, the Adobe players also infringe this element directly and indirectly</p>

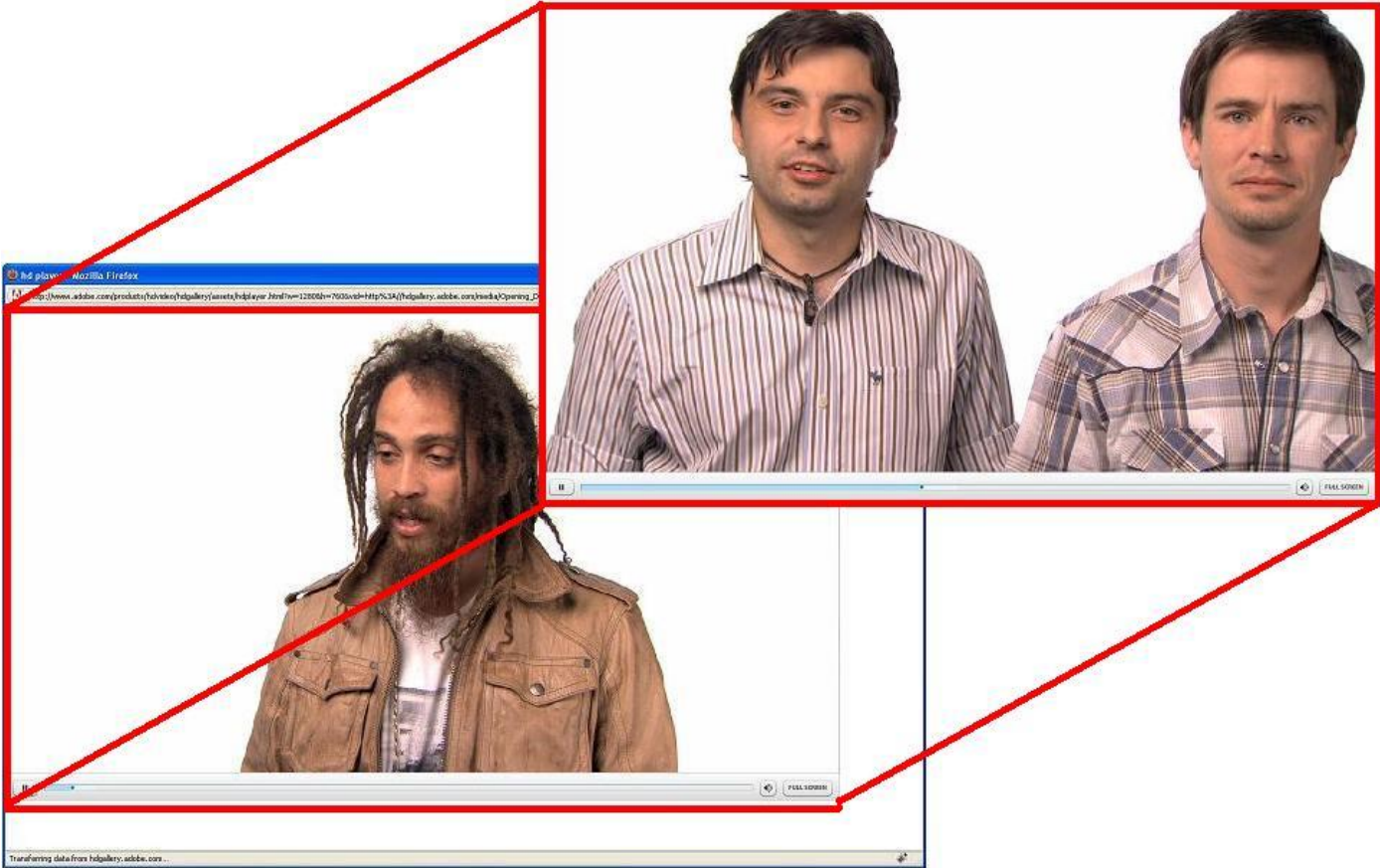
Claim	Claim Language	Evidence
		(through contributory and/or induced infringement).
4o	and processing said information at the client workstation to interactively control said controllable application.	Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) process said information at the client workstation to interactively control said controllable application. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.

Claim	Claim Language	Evidence
		 <p>The evidence consists of two screenshots from a video advertisement for Adobe Acrobat 9. The top screenshot shows three software boxes: 'ADOBE ACROBAT 9 STANDARD', 'ADOBE ACROBAT 9 PRO', and 'ADOBE ACROBAT 9 PRO EXTENDED'. To the right, the text reads 'ADOBE® ACROBAT® 9 Give your ideas a competitive edge'. A video player interface is overlaid on the right side, with a red box highlighting the 'Show All' option in the context menu. The bottom screenshot shows a close-up of the software boxes with the text 'ADOBE® ACROBAT® 9 Give your ideas a competitiv' and a 'Learn more >' link.</p> <p>Source: Adobe, http://www.adobe.com/.</p>

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		<div data-bbox="604 240 1633 743"> <p>The slide displays a grid of logos for various Rich Internet Applications (RIAs) and the technologies used to build them. The logos are categorized into three groups: 'example applications' (eBay, scrapblog, AOL, earthlive, MFG.COM, NICK.com, MINI, ATLANTIC, NASDAQ, FedEx), 'the clients' (CS4, Fx, Ajax, Flex), and 'the servers and services' (LC, CF, FL, S7). Handwritten annotations in white text identify these categories. The text 'RIAs + Technology' is prominently displayed, followed by the subtitle 'EXPLORE A SELECTION OF RIA'S AND THE TECHNOLOGIES USED TO BUILD THEM.'</p> </div> <div data-bbox="604 747 1633 1247"> <p>The screenshot shows the AOL application interface. A red box highlights a section titled 'AOL' with the text 'AOL delivers popular music video content on the desktop.' Below this, there is a video player showing a music video with controls and two buttons: 'Play application demo' and 'Play with developer commentary'. To the right, a sidebar titled 'Learn more about this application' includes a 'Try it' button and a 'Built with' section listing the technologies used: Adobe AIR, Adobe Flex, Adobe Creative Suite, and Adobe Flex Builder.</p> </div> <p>Source: Adobe - Rich Internet applications, http://www.adobe.com/resources/business/rich_internet_apps/#aol.</p>

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		 <p>Source: Adobe - Rich Internet applications, http://www.adobe.com/resources/business/rich_internet_apps/#aol.</p>

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		<p>Citation 4o(4): Adobe Flash Media Server 3.5, Developer Guide, p. 49, <i>available at</i> http://help.adobe.com/en_US/FlashMediaServer/3.5_Deving/flashmediaserver_3.5_dev_guide.pdf. (explaining how to implement a bandwidth detection call from a client to a server to take appropriate action at the client workstation). “You will see output like this showing you the client’s bandwidth: [sample output provided]. In this example, the Client class simply displays the bandwidth value. In your client, you should take some action, such as choosing a specific recorded video to stream to the client based on the client’s bandwidth.”</p> <p>Citation 4o(5): Dynamic Streaming in Flash Media Server 3.5 - Part 1: Overview of new capabilities, http://www.adobe.com/devnet/flashmediaserver/articles/dynstream_advanced_pt1_04.html. “Flash Media Server handles the actual switching of the streams for the user based on the client-originated request to do so. Once the server receives the request to switch the user’s stream to a different stream (bandwidth), it will wait a short period for the optimal point to switch with minimal playback impact to the user.”</p>

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		 <p data-bbox="611 1133 1927 1166">Source: Adobe Developer Video, available at http://www.adobe.com/products/hdvideo/hdgallery/.</p> <p data-bbox="611 1230 2003 1312"><i>See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p data-bbox="611 1377 2003 1409">In addition, as set forth above, the Adobe players also infringe this element directly and indirectly</p>

Claim	Claim Language	Evidence
		(through contributory and/or induced infringement).
5pre	A method for running an application program in a computer network environment, comprising:	<p>In addition to the direct infringement of this claim shown in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) - Adobe also indirectly, by induced and/or contributory infringement, infringes all elements of this claim set forth below through its authoring tools, including but not limited to:</p> <ul style="list-style-type: none"> • Flash Professional • Flash Platform • Creative Suite 4 Production Premium • Creative Suite 4 Design Premium • Creative Suite 4 Web Premium • Creative Suite 4 Web Standard • Creative Suite 4 Master Collection • Flex • Director • Dreamweaver • Indesign CS4 <p>and any other tools used to create flash or similar content.</p> <p>For example, users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) run an application program in a computer network environment. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p>

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		<p><i>See the evidence and information cited for claim element 1pre supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
5a	<p>providing at least one client workstation and one network server coupled to said network environment, wherein said network environment is a distributed hypermedia environment;</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) provide at least one client workstation and one network server coupled to said network environment, wherein said network environment is a distributed hypermedia environment. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for claim element 1a supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
5b	<p>executing, at said</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting</p>

Claim	Claim Language	Evidence
	<p>client workstation, a browser application, that parses a first distributed hypermedia document to identify text formats included in said distributed hypermedia document and for responding to predetermined text formats to initiate processing specified by said text formats;</p>	<p>the Flash authoring tools (and/or the combination thereof) execute, at said client workstation, a browser application, that parses a first distributed hypermedia document to identify text formats included in said distributed hypermedia document and for responding to predetermined text formats to initiate processing specified by said text formats. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for claim element 1b supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
5c	<p>utilizing said browser to display, on said client workstation, at least a portion of a</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) utilize said browser to display, on said client workstation, at least a portion of a first hypermedia document received over said network from said server, wherein the portion of said first hypermedia document is displayed within a first browser-controlled window on said client workstation. In addition, Adobe provides the infrastructure (e.g. the</p>

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	<p>first hypermedia document received over said network from said server, wherein the portion of said first hypermedia document is displayed within a first browser-controlled window on said client workstation,</p>	<p>authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for claim element 1c supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
5d	<p>wherein said first distributed hypermedia document includes an embed text format, located at a first location in said first distributed hypermedia document, that</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) operate in an environment where said first distributed hypermedia document includes an embed text format, located at a first location in said first distributed hypermedia document, that specifies the location of at least a portion of an object external to the first distributed hypermedia document. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for claim element 1d supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-</i></p>

Claim	Claim Language	Evidence
	specifies the location of at least a portion of an object external to the first distributed hypermedia document,	<p><i>based infringement charts for the other defendants) for this claim element</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
5e	wherein said object has type information associated with it utilized by said browser to identify and locate an executable application external to the first distributed hypermedia document,	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) operate in an environment where said object has type information associated with it utilized by said browser to identify and locate an executable application external to the first distributed hypermedia document. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for claim element 1e supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
5f	and wherein said	Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting

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	<p>embed text format is parsed by said browser to automatically invoke said executable application to execute on said client workstation in order to display said object</p>	<p>the Flash authoring tools (and/or the combination thereof) operate in an environment where said embed text format is parsed by said browser to automatically invoke said executable application to execute on said client workstation in order to display said object. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for claim element 1f supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
5g	<p>and enable interactive processing of said object within a display area created at said first location within the portion of said first distributed hypermedia document being</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) operate in an environment where said embed text format is parsed by said browser to automatically invoke said executable application to enable interactive processing of said object within a display area created at said first location within the portion of said first distributed hypermedia document being displayed in said first browser-controlled window. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for claim element 1g supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-</i></p>

Claim	Claim Language	Evidence
	displayed in said first browser-controlled window.	<p><i>based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
5h	wherein said executable application is a controllable application and further comprising the step of:	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) operate in an environment where said executable application is a controllable application. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for claim element 2pre supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
5i	interactively controlling said controllable application on said client workstation via inter-process	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) interactively control said controllable application on said client workstation via inter-process communications between said browser and said controllable application. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p>

Claim	Claim Language	Evidence
	<p>communications between said browser and said controllable application;</p>	<p><i>See the evidence and information cited for claim element 2a supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
5j	<p>wherein the communications to interactively control said controllable application continue to be exchanged between the controllable application and the browser even after the controllable application program has been launched;</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) operate in an environment where the communications to interactively control said controllable application continue to be exchanged between the controllable application and the browser even after the controllable application program has been launched. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 3 supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
5k	<p>wherein additional</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting</p>

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	<p>instructions for controlling said controllable application reside on said network server, wherein said step of interactively controlling said controllable application includes the following substeps:</p>	<p>the Flash authoring tools (and/or the combination thereof) operate in an environment where the additional instructions for controlling said controllable application reside on said network server. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 4k supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
5I	<p>issuing, from the client workstation, one or more commands to the network server;</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) issue, from the client workstation, one or more commands to the network server. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 4I supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p>

Claim	Claim Language	Evidence
		<p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
5m	<p>executing, on the network server, one or more instructions in response to said commands;</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) execute, on the network server, one or more instructions in response to said commands. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 4m supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
5n	<p>sending information from said network server to said client workstation in response to said executed instructions;</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) send information from said network server to said client workstation in response to said executed instructions. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 4n supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-</i></p>

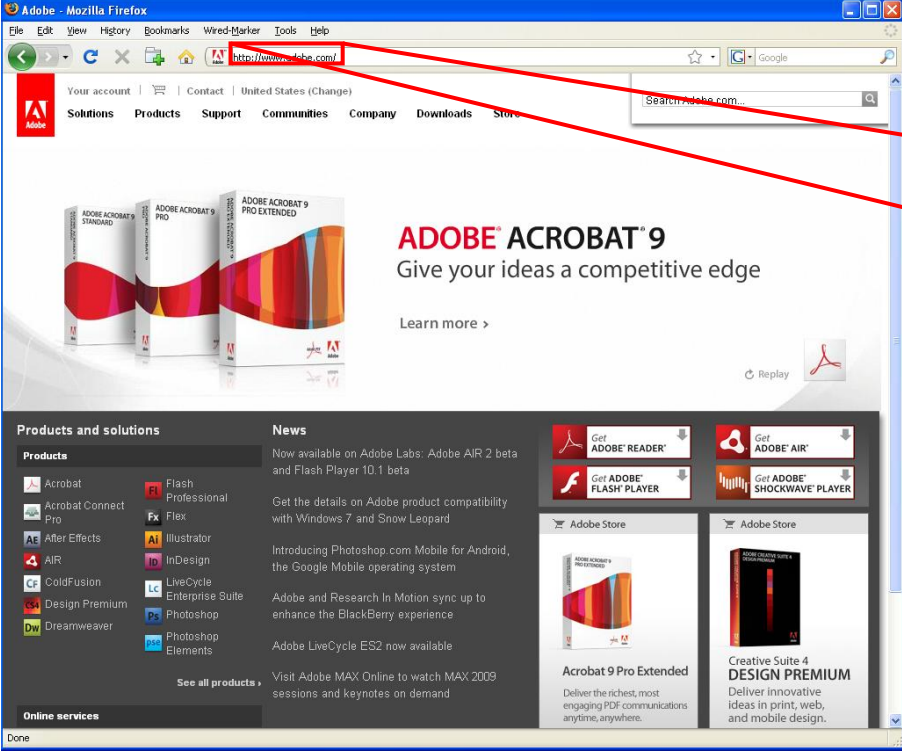
Claim	Claim Language	Evidence
		<p><i>based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
5o	<p>and processing said information at the client workstation to interactively control said controllable application; and</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) process said information at the client workstation to interactively control said controllable application. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 4o supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
5p	<p>wherein said additional instructions for controlling said controllable application reside</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) operate in an environment where said additional instructions for controlling said controllable application reside on said client workstation. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p>

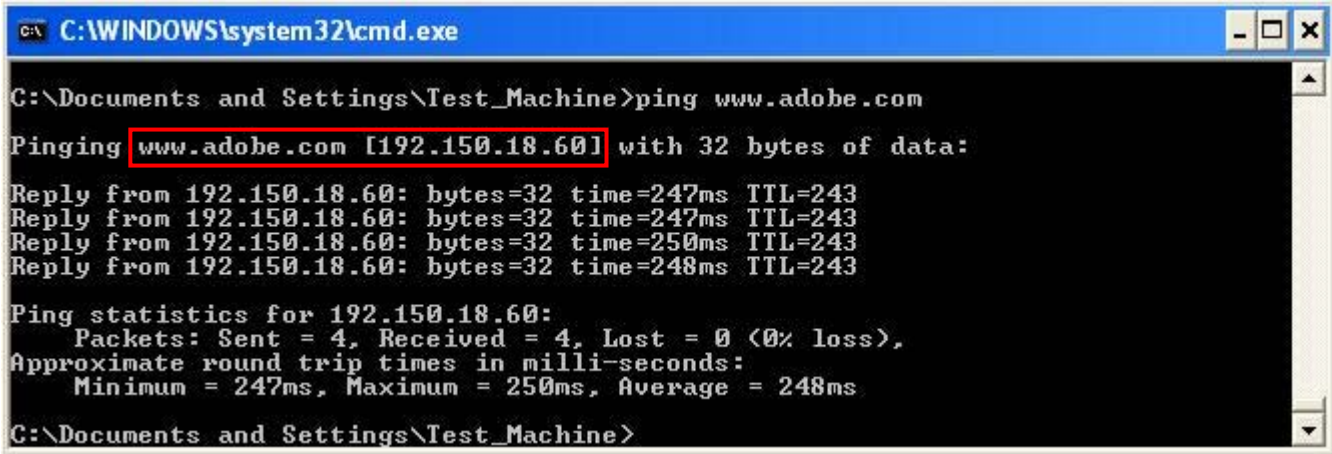
Claim	Claim Language	Evidence
	<p>on said client workstation.</p>	<p>Citation 5p(1): Dynamic Streaming on demand with Flash Media Server 3.5, http://www.adobe.com/devnet/flashmediaserver/articles/dynstream_on_demand.html. “Ideally, this bandwidth limit should be set to a value slightly above the maximum bit rate of the streams being sent. . . . This can either be set in Application.xml at the server or, better yet, set on the NetConnection object from the client-side application, as the following examples show.”</p> <p>Citation 5p(2): Macromedia Flash Player 7 Client Side Security, p. 7, <i>available at</i> http://www.adobe.com/devnet/flashplayer/articles/client_security/flash_client_security.pdf. “Users have control over Flash Player’s behavior when encountering decisions concerning privacy. The Flash Player Settings User Interface and the Settings Manager provide interfaces for users to finetune settings for better control over their privacy and security. These options mimic the settings found in the browser’s options and are enhanced to reflect the advanced capabilities of Flash Players.”</p> <p>Citation 5p(3): Copy and paste commands do not work on Flash text fields (archived TechNote), http://kb2.adobe.com/cps/152/tn_15246.html. “Issue[:] A Web browser’s Copy and Paste menu commands, and corresponding keyboard shortcuts, do not properly copy or paste text contained in a Flash movie. The paste command may insert a square symbol, or nothing at all.</p> <p>Reason[:] When playing a Flash movie in a Web browser, the Macromedia Flash Player controls the Flash content, not the browser. Consequently the browser’s copy and paste commands have no effect on Flash text fields.”</p> <p>Citation 5p(4): Top-level classes -- Flash CS3, http://livedocs.adobe.com/flash/9.0/main/00000803.htm (explaining how to set the options for the</p>

Claim	Claim Language	Evidence
		<p>client workstation's control over a controllable application). "The ContextMenu class lets you control the contents of the Flash Player context menu at runtime."</p> <p>Citation 5p(5): Creating Data-driven application prototypes with Dreamweaver and Flash, http://www.adobe.com/devnet/dreamweaver/articles/dreamweaver_flash_prototype_04.html. "The catalog XML content defines a list of templates, each with a type and id value corresponding to the ones given in the table above. The Flash application will use the XML list to request template data from the server as needed."</p> <p>Citation 5p(6): Creating Data-driven application prototypes with Dreamweaver and Flash, http://www.adobe.com/devnet/dreamweaver/articles/dreamweaver_flash_prototype_04.html. "The catalog XML content defines a list of templates, each with a type and id value corresponding to the ones given in the table above. The Flash application will use the XML list to request template data from the server as needed."</p> <p><i>See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
6pre	A computer program product for use in a system	In addition to the direct infringement of this claim shown in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) - Adobe also indirectly, by induced and/or contributory infringement, infringes all elements of this claim set forth below through

Claim	Claim Language	Evidence
	<p>having at least one client workstation and one network server coupled to said network environment, wherein said network environment is a distributed hypermedia environment, the computer program product comprising:</p>	<p>its authoring tools, including but not limited to:</p> <ul style="list-style-type: none"> • Flash Professional • Flash Platform • Creative Suite 4 Production Premium • Creative Suite 4 Design Premium • Creative Suite 4 Web Premium • Creative Suite 4 Web Standard • Creative Suite 4 Master Collection • Flex • Director • Dreamweaver • Indesign CS4 <p>and any other tools used to create flash or similar content.</p> <p>For example, the Adobe Flash authoring tools are computer program products for use in a system having at least one client workstation and one network server coupled to said network environment, wherein said network environment is a distributed hypermedia environment, the computer program product further comprising the elements set forth below.</p> <p><i>See the evidence and information cited for the claim elements 1pre and 1a supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, the players identified below are computer usable mediums having computer readable</p>

Claim	Claim Language	Evidence
		<p>program code physically embodied therein that also infringe all elements of this claim directly and indirectly (through contributory and/or induced infringement):</p> <ul style="list-style-type: none"> • Flash Player • Flash Player 10.1 • Flash Player for Pocket PC • Flash Lite • Shockwave <p>and any other players used to display flash or similar content.</p>
6a	<p>a computer usable medium having computer readable program code physically embodied therein, said computer program product further comprising:</p>	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code physically embodied therein, said computer program product further comprising the elements set forth below.</p>

Claim	Claim Language	Evidence
		 <p>Source: Adobe, http://www.adobe.com/.</p>

Claim	Claim Language	Evidence
		 <pre> C:\WINDOWS\system32\cmd.exe C:\Documents and Settings\Test_Machine>ping www.adobe.com Pinging www.adobe.com [192.150.18.60] with 32 bytes of data: Reply from 192.150.18.60: bytes=32 time=247ms TTL=243 Reply from 192.150.18.60: bytes=32 time=247ms TTL=243 Reply from 192.150.18.60: bytes=32 time=250ms TTL=243 Reply from 192.150.18.60: bytes=32 time=248ms TTL=243 Ping statistics for 192.150.18.60: Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds: Minimum = 247ms, Maximum = 250ms, Average = 248ms C:\Documents and Settings\Test_Machine> </pre> <p>Source: Command "ping www.adobe.com," Command Prompt window.</p>

Claim	Claim Language	Evidence
		<pre data-bbox="611 256 1976 1052"> <html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en" lang="en"> ... <script type="text/javascript" src="http://wwwimages.adobe.com/www.adobe.com/lib/com.adobe/_all.js"></script> <link type="text/css" rel="stylesheet" href="http://wwwimages.adobe.com/www.adobe.com/lib/com.adobe/template/home/screen.css" media="screen" charset="utf-8" /> <link type="text/css" rel="stylesheet" href="http://wwwimages.adobe.com/www.adobe.com/lib/com.adobe/template/print.css" media="print" charset="utf-8" /> <script type="text/javascript" src="http://wwwimages.adobe.com/www.adobe.com/lib/spry_p1.6/widgets/accordion/SpryAccord ion.compressed.js"></script> <link href="http://wwwimages.adobe.com/www.adobe.com/lib/com.adobe/template/home/SpryAccordi on.css" rel="stylesheet" type="text/css" charset="utf-8" /> <script type="text/javascript" src="http://wwwimages.adobe.com/www.adobe.com/lib/com.adobe/template/gnavOverflowFix.js" ></script> ... <script type="text/javascript" src="/uber/js/omtr_tc.js"></script> ... </html> </pre> <p data-bbox="611 1127 1902 1154">Source: Lines 2-805, Source code, HTML Document of webpage at URL http://www.adobe.com/.</p> <p data-bbox="611 1222 1997 1398">Citation 6a(4): ActionScript 3 samples for Flash CS4 Professional, http://www.adobe.com/devnet/flash/samples/ (providing sample code for development in Flash CS4 Professional) "These ActionScript 3 samples demonstrate various features common in Flash CS4 Professional development. Some samples are complete applications, while others simply introduce a</p>

Claim	Claim Language	Evidence
		<p>concept that you can use to build your own apps. Use these files to investigate how each of the samples was constructed. Explore the graphics and timelines in the FLA files, and explore the ActionScript code in the associated AS files.”</p> <p>Citation 6a(5): Controlling web video with ActionScript 3 FLVPlayback programming, http://www.adobe.com/devnet/flash/articles/flvplayback_programming.html. “This article provides an overview to the basic coding for custom manipulation of the ActionScript 3 FLVPlayback component, which is included in Adobe Flash CS4 Professional as a built-in solution for displaying video on the web. The FLVPlayback component can be manipulated manually at authoring time or dynamically at runtime using the component's application programming interface (API). To take full advantage of all the component's features, you'll have to dive into the dynamic approach.</p> <p>Because automated code placement is not available through behaviors in ActionScript 3 files, this article focuses on making simple adjustments to hand-placed code. By using the code samples and simple instructions for customization, you'll be able to create your own controls that allow you to load, start, seek, and stop one or more videos.”</p> <p><i>See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
6b	computer readable program code for	The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a

Claim	Claim Language	Evidence
	<p>causing said client workstation to execute a browser application to parse a first distributed hypermedia document to identify text formats included in said distributed hypermedia document and to respond to predetermined text formats to initiate processes specified by said text formats;</p>	<p>DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code for causing said client workstation to execute a browser application to parse a first distributed hypermedia document to identify text formats included in said distributed hypermedia document and to respond to predetermined text formats to initiate processes specified by said text formats.</p> <p><i>See the evidence and information cited for claim element 1b supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
6c	<p>computer readable program code for causing said client workstation to utilize said browser</p>	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code for causing said client workstation to</p>

Claim	Claim Language	Evidence
	<p>to display, on said client workstation, at least a portion of a first hypermedia document received over said network from said server, wherein the portion of said first hypermedia document is displayed within a first browser-controlled window on said client workstation,</p>	<p>utilize said browser to display, on said client workstation, at least a portion of a first hypermedia document received over said network from said server, wherein the portion of said first hypermedia document is displayed within a first browser-controlled window on said client workstation.</p> <p><i>See the evidence and information cited for claim element 1c supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
6d	<p>wherein said first distributed hypermedia document includes an embed text format, located at a first location in said</p>	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code, wherein said first distributed hypermedia document includes an embed text format, located at a first location in said first distributed hypermedia document, that specifies the location of at least a portion of an object external to the first</p>

Claim	Claim Language	Evidence
	<p>first distributed hypermedia document, that specifies the location of at least a portion of an object external to the first distributed hypermedia document,</p>	<p>distributed hypermedia document.</p> <p><i>See the evidence and information cited for claim element 1d supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
6e	<p>wherein said object has type information associated with it utilized by said browser to identify and locate an executable application external to the first distributed hypermedia document,</p>	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code, wherein said object has type information associated with it utilized by said browser to identify and locate an executable application external to the first distributed hypermedia document.</p> <p><i>See the evidence and information cited for claim element 1e supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly</p>

Claim	Claim Language	Evidence
		(through contributory and/or induced infringement).
6f	and wherein said embed text format is parsed by said browser to automatically invoke said executable application to execute on said client workstation in order to display said object	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code, wherein said embed text format is parsed by said browser to automatically invoke said executable application to execute on said client workstation in order to display said object.</p> <p><i>See the evidence and information cited for claim element 1f supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
6g	and enable an end-user to directly interact with said object within a display area created at said first location within the	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code to enable an end-user to directly interact with said object within a display area created at said first location within the portion of said first distributed hypermedia document being displayed in said first browser-controlled window.</p>

Claim	Claim Language	Evidence
	<p>portion of said first distributed hypermedia document being displayed in said first browser-controlled window.</p>	<p><i>See the evidence and information cited for claim element 1g supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
<p>7pre</p>	<p>The computer program product of claim 6, wherein said executable application is a controllable application and further comprising:</p>	<p>In addition to the direct infringement of this claim shown in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) - Adobe also indirectly, by induced and/or contributory infringement, infringes all elements of this claim set forth below through its authoring tools, including but not limited to:</p> <ul style="list-style-type: none"> • Flash Professional • Flash Platform • Creative Suite 4 Production Premium • Creative Suite 4 Design Premium • Creative Suite 4 Web Premium • Creative Suite 4 Web Standard • Creative Suite 4 Master Collection • Flex • Director • Dreamweaver • Indesign CS4 <p>and any other tools used to create flash or similar content.</p>

Claim	Claim Language	Evidence
		<p>For example, the Adobe Flash authoring tools are computer program products of claim 6, wherein said executable application is a controllable application.</p> <p><i>See the evidence and information cited for claim element 2 pre supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, the players identified below are computer usable mediums having computer readable program code physically embodied therein that also infringe all elements of this claim directly and indirectly (through contributory and/or induced infringement):</p> <ul style="list-style-type: none"> • Flash Player • Flash Player 10.1 • Flash Player for Pocket PC • Flash Lite • Shockwave <p>and any other players used to display flash or similar content.</p>
7a	computer readable program code for causing said client workstation to interactively control said controllable	The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code for causing said client workstation to interactively control said controllable application on said client workstation via inter-process

Claim	Claim Language	Evidence
	<p>application on said client workstation via inter-process communications between said browser and said controllable application.</p>	<p>communications between said browser and said controllable application.</p> <p><i>See the evidence and information cited for claim element 2a supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
<p>8</p>	<p>The computer program product of claim 7, wherein the communications to interactively control said controllable application continue to be exchanged between the controllable application and the browser even after the controllable</p>	<p>In addition to the direct infringement of this claim shown in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) - Adobe also indirectly, by induced and/or contributory infringement, infringes all elements of this claim set forth below through its authoring tools, including but not limited to:</p> <ul style="list-style-type: none"> • Flash Professional • Flash Platform • Creative Suite 4 Production Premium • Creative Suite 4 Design Premium • Creative Suite 4 Web Premium • Creative Suite 4 Web Standard • Creative Suite 4 Master Collection • Flex • Director • Dreamweaver

Claim	Claim Language	Evidence
	<p>application program has been launched.</p>	<ul style="list-style-type: none"> • Indesign CS4 <p>and any other tools used to create flash or similar content.</p> <p>For example, the Adobe Flash authoring tools are computer program products of claim 7, wherein the communications to interactively control said controllable application continue to be exchanged between the controllable application and the browser even after the controllable application program has been launched.</p> <p><i>See the evidence and information cited for claim element 3 supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, the players identified below are computer usable mediums having computer readable program code physically embodied therein that also infringe all elements of this claim directly and indirectly (through contributory and/or induced infringement):</p> <ul style="list-style-type: none"> • Flash Player • Flash Player 10.1 • Flash Player for Pocket PC • Flash Lite • Shockwave <p>and any other players used to display flash or similar content.</p>
9pre	A computer program product	In addition to the direct infringement of this claim shown in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) - Adobe also indirectly, by

Claim	Claim Language	Evidence
	<p>for use in a system having at least one client workstation and one network server coupled to said network environment, wherein said network environment is a distributed hypermedia environment, the computer program product comprising:</p>	<p>induced and/or contributory infringement, infringes all elements of this claim set forth below through its authoring tools, including but not limited to:</p> <ul style="list-style-type: none"> • Flash Professional • Flash Platform • Creative Suite 4 Production Premium • Creative Suite 4 Design Premium • Creative Suite 4 Web Premium • Creative Suite 4 Web Standard • Creative Suite 4 Master Collection • Flex • Director • Dreamweaver • Indesign CS4 <p>and any other tools used to create flash or similar content.</p> <p>For example, the Adobe Flash authoring tools are computer program products for use in a system having at least one client workstation and one network server coupled to said network environment, wherein said network environment is a distributed hypermedia environment.</p> <p><i>See the evidence and information cited for the claim elements 1pre and 1a supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, the players identified below are computer usable mediums having computer readable</p>

Claim	Claim Language	Evidence
		<p>program code physically embodied therein that also infringe all elements of this claim directly and indirectly (through contributory and/or induced infringement):</p> <ul style="list-style-type: none"> • Flash Player • Flash Player 10.1 • Flash Player for Pocket PC • Flash Lite • Shockwave <p>and any other players used to display flash or similar content.</p>
9a	<p>a computer usable medium having computer readable program code physically embodied therein, said computer program product further comprising:</p>	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code physically embodied therein, said computer program product further comprising the elements set forth below.</p> <p><i>See the evidence and information cited for the claim element 6a supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
9b	computer readable	The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of

Claim	Claim Language	Evidence
	<p>program code for causing said client workstation to execute a browser application to parse a first distributed hypermedia document to identify text formats included in said distributed hypermedia document and to respond to predetermined text formats to initiate processes specified by said text formats;</p>	<p>users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code for causing said client workstation to execute a browser application to parse a first distributed hypermedia document to identify text formats included in said distributed hypermedia document and to respond to predetermined text formats to initiate processes specified by said text formats.</p> <p><i>See the evidence and information cited for claim element 1b supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
9c	<p>computer readable program code for causing said client workstation to</p>	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The</p>

Claim	Claim Language	Evidence
	<p>utilize said browser to display, on said client workstation, at least a portion of a first hypermedia document received over said network from said server, wherein the portion of said first hypermedia document is displayed within a first browser-controlled window on said client workstation,</p>	<p>computer usable medium has computer readable program code for causing said client workstation to utilize said browser to display, on said client workstation, at least a portion of a first hypermedia document received over said network from said server, wherein the portion of said first hypermedia document is displayed within a first browser-controlled window on said client workstation.</p> <p><i>See the evidence and information cited for claim element 1c supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
9d	<p>wherein said first distributed hypermedia document includes an embed text format, located at a</p>	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code, wherein said first distributed hypermedia document includes an embed text format, located at a first location in said first distributed</p>

Claim	Claim Language	Evidence
	<p>first location in said first distributed hypermedia document, that specifies the location of at least a portion of an object external to the first distributed hypermedia document,</p>	<p>hypermedia document, that specifies the location of at least a portion of an object external to the first distributed hypermedia document.</p> <p><i>See the evidence and information cited for claim element 1d supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
9e	<p>wherein said object has type information associated with it utilized by said browser to identify and locate an executable application external to the first distributed hypermedia</p>	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code, wherein said object has type information associated with it utilized by said browser to identify and locate an executable application external to the first distributed hypermedia document.</p> <p><i>See the evidence and information cited for claim element 1e supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p>

Claim	Claim Language	Evidence
	document,	In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).
9f	and wherein said embed text format is parsed by said browser to automatically invoke said executable application to execute on said client workstation in order to display said object	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code, wherein said embed text format is parsed by said browser to automatically invoke said executable application to execute on said client workstation in order to display said object.</p> <p><i>See the evidence and information cited for claim element 1f supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
9g	and enable interactive processing of said object within a display area created at said first	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code to enable interactive processing of said object within a display area created at said first location within the portion of said first distributed</p>

Claim	Claim Language	Evidence
	location within the portion of said first distributed hypermedia document being displayed in said first browser-controlled window;	<p>hypermedia document being displayed in said first browser-controlled window.</p> <p><i>See the evidence and information cited for claim element 1g supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
9h	wherein said executable application is a controllable application and further comprising:	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code, wherein said executable application is a controllable application further comprising the elements set forth below.</p> <p><i>See the evidence and information cited for claim element 2pre supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
9i	computer readable	The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of

Claim	Claim Language	Evidence
	<p>program code for causing said client workstation to interactively control said controllable application on said client workstation via inter-process communications between said browser and said controllable application;</p>	<p>users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code for causing said client workstation to interactively control said controllable application on said client workstation via inter-process communications between said browser and said controllable application.</p> <p><i>See the evidence and information cited for claim element 2a supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
9j	<p>wherein the communications to interactively control said controllable application continue to be exchanged between the controllable application and the browser even after</p>	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code, wherein the communications to interactively control said controllable application continue to be exchanged between the controllable application and the browser even after the controllable application program has been launched.</p> <p><i>See the evidence and information cited for claim element 3 supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-</i></p>

Claim	Claim Language	Evidence
	the controllable application program has been launched; and	<p><i>based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
9k	wherein additional instructions for controlling said controllable application reside on said network server, wherein said computer readable program code for causing said client workstation to interactively control said controllable application on said client workstation includes:	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code, wherein additional instructions for controlling said controllable application reside on said network server, wherein said computer readable program code for causing said client workstation to interactively control said controllable application on said client workstation further comprises the elements set forth below.</p> <p><i>See the evidence and information cited for claim element 4k supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
9l	computer readable	The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of

Claim	Claim Language	Evidence
	<p>program code for causing said client workstation to issue, from the client workstation, one or more commands to the network server;</p>	<p>users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code for causing said client workstation to issue, from the client workstation, one or more commands to the network server.</p> <p><i>See the evidence and information cited for claim element 4l supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
<p>9m</p>	<p>computer readable program code for causing said network server to execute one or more instructions in response to said commands;</p>	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code for causing said network server to execute one or more instructions in response to said commands.</p> <p><i>See the evidence and information cited for claim element 4m supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p>

Claim	Claim Language	Evidence
		<p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
9n	<p>computer readable program code for causing said network server to send information to said client workstation in response to said executed instructions; and</p>	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code for causing said network server to send information to said client workstation in response to said executed instructions.</p> <p><i>See the evidence and information cited for claim element 4n supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
9o	<p>computer readable program code for causing said client workstation to process said information at the client workstation</p>	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code for causing said client workstation to process said information at the client workstation to interactively control said controllable application.</p>

Claim	Claim Language	Evidence
	to interactively control said controllable application.	<p><i>See the evidence and information cited for claim element 4o supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
10pre	A computer program product for use in a system having at least one client workstation and one network server coupled to said network environment, wherein said network environment is a distributed hypermedia environment, the computer program product comprising:	<p>In addition to the direct infringement of this claim shown in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) - Adobe also indirectly, by induced and/or contributory infringement, infringes all elements of this claim set forth below through its authoring tools, including but not limited to:</p> <ul style="list-style-type: none"> • Flash Professional • Flash Platform • Creative Suite 4 Production Premium • Creative Suite 4 Design Premium • Creative Suite 4 Web Premium • Creative Suite 4 Web Standard • Creative Suite 4 Master Collection • Flex • Director • Dreamweaver • Indesign CS4 <p>and any other tools used to create flash or similar content.</p>

Claim	Claim Language	Evidence
		<p>For example, the Adobe Flash authoring tools are computer program products for use in a system having at least one client workstation and one network server coupled to said network environment, wherein said network environment is a distributed hypermedia environment, the computer program product further comprising the elements set forth below.</p> <p><i>See the evidence and information cited for the claim elements 1pre and 1a supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, the players identified below are computer usable mediums having computer readable program code physically embodied therein that also infringe all elements of this claim directly and indirectly (through contributory and/or induced infringement):</p> <ul style="list-style-type: none"> • Flash Player • Flash Player 10.1 • Flash Player for Pocket PC • Flash Lite • Shockwave <p>and any other players used to display flash or similar content.</p>
10a	a computer usable medium having computer readable program code physically	The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code physically embodied therein, said

Claim	Claim Language	Evidence
	embodied therein, said computer program product further comprising:	<p>computer program product further comprising the elements set forth below.</p> <p><i>See the evidence and information cited for the claim element 6a supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
10b	computer readable program code for causing said client workstation to execute a browser application to parse a first distributed hypermedia document to identify text formats included in said distributed hypermedia document and to respond to	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code for causing said client workstation to execute a browser application to parse a first distributed hypermedia document to identify text formats included in said distributed hypermedia document and to respond to predetermined text formats to initiate processes specified by said text formats.</p> <p><i>See the evidence and information cited for claim element 1b supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>

Claim	Claim Language	Evidence
	predetermined text formats to initiate processes specified by said text formats;	
10c	computer readable program code for causing said client workstation to utilize said browser to display, on said client workstation, at least a portion of a first hypermedia document received over said network from said server, wherein the portion of said first hypermedia document is displayed within a first browser-	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code for causing said client workstation to utilize said browser to display, on said client workstation, at least a portion of a first hypermedia document received over said network from said server, wherein the portion of said first hypermedia document is displayed within a first browser-controlled window on said client workstation.</p> <p><i>See the evidence and information cited for claim element 1c supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>

Claim	Claim Language	Evidence
	controlled window on said client workstation,	
10d	wherein said first distributed hypermedia document includes an embed text format, located at a first location in said first distributed hypermedia document, that specifies the location of at least a portion of an object external to the first distributed hypermedia document,	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code, wherein said first distributed hypermedia document includes an embed text format, located at a first location in said first distributed hypermedia document, that specifies the location of at least a portion of an object external to the first distributed hypermedia document.</p> <p><i>See the evidence and information cited for claim element 1d supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
10e	wherein said object has type	The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a

Claim	Claim Language	Evidence
	<p>information associated with it utilized by said browser to identify and locate an executable application external to the first distributed hypermedia document,</p>	<p>DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code, wherein said object has type information associated with it utilized by said browser to identify and locate an executable application external to the first distributed hypermedia document.</p> <p><i>See the evidence and information cited for claim element 1e supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
10f	<p>and wherein said embed text format is parsed by said browser to automatically invoke said executable application to execute on said client workstation in order to display</p>	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code, wherein said embed text format is parsed by said browser to automatically invoke said executable application to execute on said client workstation in order to display said object.</p> <p><i>See the evidence and information cited for claim element 1f supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p>

Claim	Claim Language	Evidence
	said object	In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).
10g	and enable interactive processing of said object within a display area created at said first location within the portion of said first distributed hypermedia document being displayed in said first browser-controlled window;	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code to enable an end-user to directly interact with said object within a display area created at said first location within the portion of said first distributed hypermedia document being displayed in said first browser-controlled window.</p> <p><i>See the evidence and information cited for claim element 1g supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
10h	wherein said executable application is a controllable application and	The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code, wherein said executable application is

Claim	Claim Language	Evidence
	further comprising:	<p>a controllable application.</p> <p><i>See the evidence and information cited for claim element 2pre supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
10i	computer readable program code for causing said client workstation to interactively control said controllable application on said client workstation via inter-process communications between said browser and said controllable application;	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code for causing said client workstation to interactively control said controllable application on said client workstation via inter-process communications between said browser and said controllable application.</p> <p><i>See the evidence and information cited for claim element 2a supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>

Claim	Claim Language	Evidence
10j	<p>wherein the communications to interactively control said controllable application continue to be exchanged between the controllable application and the browser even after the controllable application program has been launched;</p>	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code, wherein the communications to interactively control said controllable application continue to be exchanged between the controllable application and the browser even after the controllable application program has been launched.</p> <p><i>See the evidence and information cited for claim element 3 supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
10k	<p>wherein additional instructions for controlling said controllable application reside on said network server, wherein said computer readable program</p>	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code, wherein additional instructions for controlling said controllable application reside on said network server, wherein said computer readable program code for causing said client workstation to interactively control said controllable application on said client workstation further comprises the elements set forth below.</p>

Claim	Claim Language	Evidence
	code for causing said client workstation to interactively control said controllable application on said client workstation includes:	<p><i>See the evidence and information cited for claim element 4k supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
10I	computer readable program code for causing said client workstation to issue, from the client workstation, one or more commands to the network server;	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code for causing said client workstation to issue, from the client workstation, one or more commands to the network server.</p> <p><i>See the evidence and information cited for claim element 4I supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>

Claim	Claim Language	Evidence
10m	computer readable program code for causing said network server to execute one or more instructions in response to said commands;	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code for causing said network server to execute one or more instructions in response to said commands.</p> <p><i>See the evidence and information cited for claim element 4m supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
10n	computer readable program code for causing said network server to send information to said client workstation in response to said executed instructions; and	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code for causing said network server to send information to said client workstation in response to said executed instructions.</p> <p><i>See the evidence and information cited for claim element 4n supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p>

Claim	Claim Language	Evidence
		<p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
10o	<p>computer readable program code for causing said client workstation to process said information at the client workstation to interactively control said controllable application; and</p>	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code for causing said client workstation to process said information at the client workstation to interactively control said controllable application.</p> <p><i>See the evidence and information cited for claim element 4o supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
10p	<p>wherein said additional instructions for controlling said controllable application reside</p>	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code, wherein said additional instructions for controlling said controllable application reside on said client workstation.</p>

Claim	Claim Language	Evidence
	<p>on said client workstation.</p>	<p><i>See the evidence and information cited for claim element 5p supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
<p>11pre</p>	<p>The method of claim 3, wherein the additional instructions for controlling said controllable application reside on said network server, wherein said step of interactively controlling said controllable application includes the following sub-steps:</p>	<p>In addition to the direct infringement of this claim shown in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) - Adobe also indirectly, by induced and/or contributory infringement, infringes all elements of this claim set forth below through its authoring tools, including but not limited to:</p> <ul style="list-style-type: none"> • Flash Professional • Flash Platform • Creative Suite 4 Production Premium • Creative Suite 4 Design Premium • Creative Suite 4 Web Premium • Creative Suite 4 Web Standard • Creative Suite 4 Master Collection • Flex • Director • Dreamweaver • Indesign CS4 <p>and any other tools used to create flash or similar content.</p>

Claim	Claim Language	Evidence
		<p>For example, users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) perform the method of claim 3, wherein the additional instructions for controlling said controllable application reside on said network server. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 4k supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
11a	issuing, from the client workstation, one or more commands to the network server;	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) issue, from the client workstation, one or more commands to the network server. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 4l supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p>

Claim	Claim Language	Evidence
		<p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
11b	<p>executing, on the network server, one or more instructions in response to said commands;</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) execute, on the network server, one or more instructions in response to said commands. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 4m supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
11c	<p>sending information from said network server to said client workstation in response to said executed instructions;</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) send information from said network server to said client workstation in response to said executed instructions. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 4n supra which is expressly incorporated</i></p>

Claim	Claim Language	Evidence
		<p><i>herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
11d	<p>and processing said information at the client workstation to interactively control said controllable application.</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) process said information at the client workstation to interactively control said controllable application. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for the claim element 4o supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
12	<p>The method of claim 11, wherein said additional instructions for controlling said</p>	<p>In addition to the direct infringement of this claim shown in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) - Adobe also indirectly, by induced and/or contributory infringement, infringes all elements of this claim set forth below through its authoring tools, including but not limited to:</p> <ul style="list-style-type: none"> • Flash Professional

Claim	Claim Language	Evidence
	<p>controllable application reside on said client workstation.</p>	<ul style="list-style-type: none"> • Flash Platform • Creative Suite 4 Production Premium • Creative Suite 4 Design Premium • Creative Suite 4 Web Premium • Creative Suite 4 Web Standard • Creative Suite 4 Master Collection • Flex • Director • Dreamweaver • Indesign CS4 <p>and any other tools used to create flash or similar content.</p> <p>For example, users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) perform the method of claim 11, wherein said additional instructions for controlling said controllable application reside on said client workstation. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.</p> <p><i>See the evidence and information cited for claim element 5p supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly</p>

Claim	Claim Language	Evidence
		(through contributory and/or induced infringement).
13pre	<p>The computer program product of claim 8, wherein additional instructions for controlling said controllable application reside on said network server, wherein said computer readable program code for causing said client workstation to interactively control said controllable application on said workstation includes:</p>	<p>In addition to the direct infringement of this claim shown in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) - Adobe also indirectly, by induced and/or contributory infringement, infringes all elements of this claim set forth below through its authoring tools, including but not limited to:</p> <ul style="list-style-type: none"> • Flash Professional • Flash Platform • Creative Suite 4 Production Premium • Creative Suite 4 Design Premium • Creative Suite 4 Web Premium • Creative Suite 4 Web Standard • Creative Suite 4 Master Collection • Flex • Director • Dreamweaver • Indesign CS4 <p>and any other tools used to create flash or similar content.</p> <p>For example, the Adobe Flash authoring tools are computer program products of claim 8, wherein additional instructions for controlling said controllable application reside on said network server, wherein said computer readable program code for causing said client workstation to interactively control said controllable application further comprises the elements set forth below.</p>

Claim	Claim Language	Evidence
		<p><i>See the evidence and information cited for claim element 4k supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, the players identified below are computer usable mediums having computer readable program code physically embodied therein that also infringe all elements of this claim directly and indirectly (through contributory and/or induced infringement):</p> <ul style="list-style-type: none"> • Flash Player • Flash Player 10.1 • Flash Player for Pocket PC • Flash Lite • Shockwave <p>and any other players used to display flash or similar content.</p>
13a	computer readable program code for causing said client workstation to issue, from the client workstation, one or more commands to the network server;	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code for causing said client workstation to issue, from the client workstation, one or more commands to the network server.</p> <p><i>See the evidence and information cited for claim element 4l supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p>

Claim	Claim Language	Evidence
		<p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
13b	<p>computer readable program code for causing said network server to execute one or more instructions in response to said commands;</p>	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code for causing said network server to execute one or more instructions in response to said commands.</p> <p><i>See the evidence and information cited for claim element 4m supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
13c	<p>computer readable program code for causing said network server to send information to said client</p>	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code for causing said network server to send information to said client workstation in response to said executed instructions.</p>

Claim	Claim Language	Evidence
	workstation in response to said executed instructions; and	<p><i>See the evidence and information cited for claim element 4n supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
13d	computer readable program code for causing said client workstation to process said information at the client workstation to interactively control said controllable application.	<p>The Adobe Flash authoring tools as well as the Adobe servers which host them, and the computers of users of the Adobe Flash authoring tools each comprise a computer usable medium (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Adobe Flash authoring tools, the hard-disk/volatile memory of the server from which the Adobe Flash authoring tools are hosted, etc.). The computer usable medium has computer readable program code for causing said client workstation to process said information at the client workstation to interactively control said controllable application.</p> <p><i>See the evidence and information cited for claim element 4o supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
14	The computer program product of	In addition to the direct infringement of this claim shown in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) - Adobe also indirectly, by

Claim	Claim Language	Evidence
	<p>claim 13, wherein said additional instructions for controlling said controllable application reside on said client workstation.</p>	<p>induced and/or contributory infringement, infringes all elements of this claim set forth below through its authoring tools, including but not limited to:</p> <ul style="list-style-type: none"> • Flash Professional • Flash Platform • Creative Suite 4 Production Premium • Creative Suite 4 Design Premium • Creative Suite 4 Web Premium • Creative Suite 4 Web Standard • Creative Suite 4 Master Collection • Flex • Director • Dreamweaver • Indesign CS4 <p>and any other tools used to create flash or similar content.</p> <p>For example, the Adobe Flash authoring tools are computer program products of claim 13, wherein said additional instructions for controlling said controllable application reside on said client workstation.</p> <p><i>See the evidence and information cited for the claim element 5p supra which is expressly incorporated herein. See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, the players identified below are computer usable mediums having computer readable program code physically embodied therein that also infringe all elements of this claim directly and</p>

Claim	Claim Language	Evidence
		<p>indirectly (through contributory and/or induced infringement):</p> <ul style="list-style-type: none"> • Flash Player • Flash Player 10.1 • Flash Player for Pocket PC • Flash Lite • Shockwave <p>and any other players used to display flash or similar content.</p>