

EXHIBIT 3

Claim Chart For Adobe Showing Indirect Infringement Of The '985 Patent Through Flash Authoring Tools and Direct and Indirect Infringement Via Players

Claim	Claim Language	Evidence
1pre	<p>A method for running an application program in a distributed hypermedia network environment, wherein the network environment comprises at least one client workstation and one network server coupled to the network environment, the method 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 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

Flex applications. Adobe suggests that Flash Professional and Flex be used together to create content.)

- 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 custom 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™ 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.”

- 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.)
 - 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 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

		<p>native 3D content, for the greatest return on your creativity.”</p> <ul style="list-style-type: none"> o 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.” o 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.” o 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.” 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,
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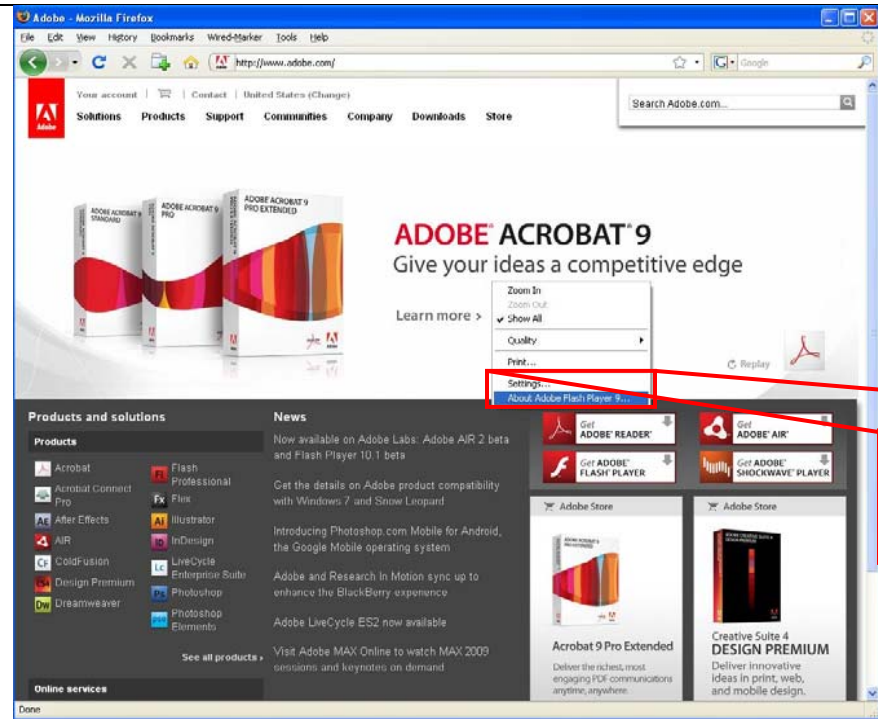
Booleans, XML objects, and net connection objects for use with Flash Media Server. If you have authored Flash content that contains ActionScript classes that generate custom objects, you can access those objects in script as well. You can also create references to existing ActionScript objects with the `getVariable()` method.”

- 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).

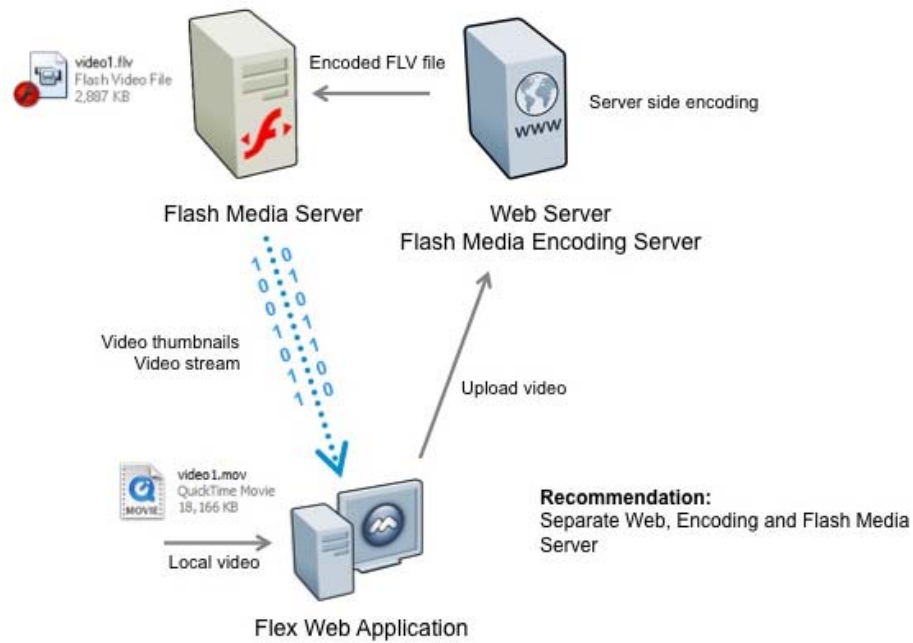
Use the following procedure to create a Flash cast member and set properties for it at the same time. You can also import a cast member by using the Import command or by dragging and dropping an SWF file to the Director Cast window.”

- **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.)
 - 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 Dreamweaver CS4.”
 - See *also* Inserting Flash Content, *available at* 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 *also* Editing Flash Content in Dreamweaver, *available at*

		<p>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).</p> <ul style="list-style-type: none"> ○ See also Downloading and installing Flash elements, available at 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." ● 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 distributed hypermedia network environment, wherein the network environment comprises at least one client workstation and one network server coupled to the 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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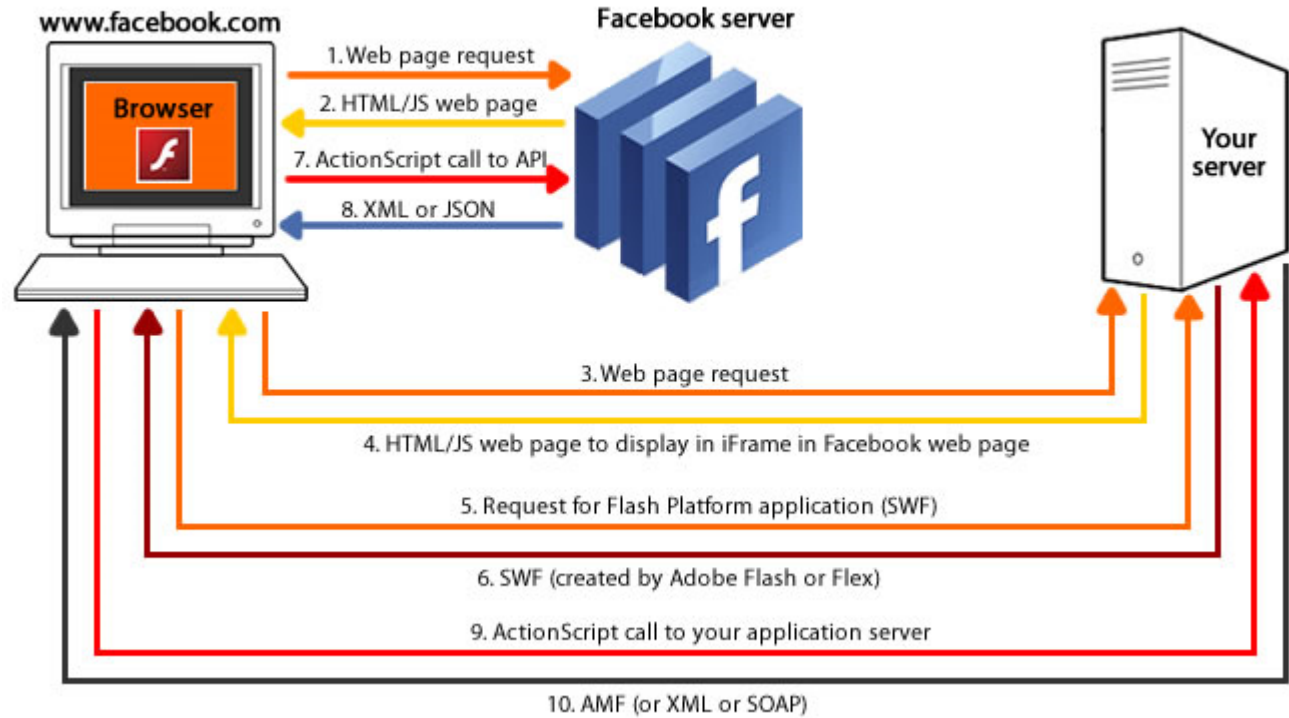


Source: Adobe, <http://www.adobe.com/>.

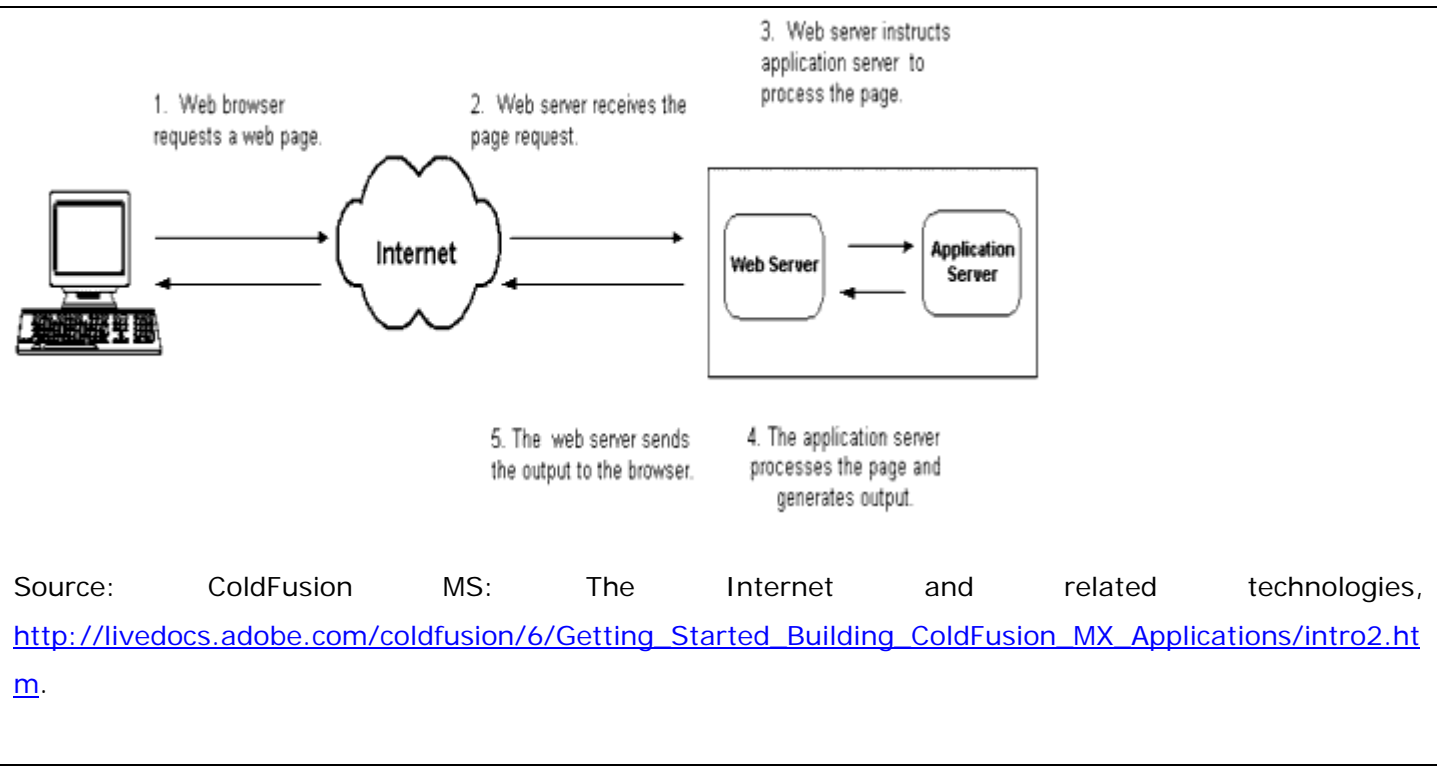


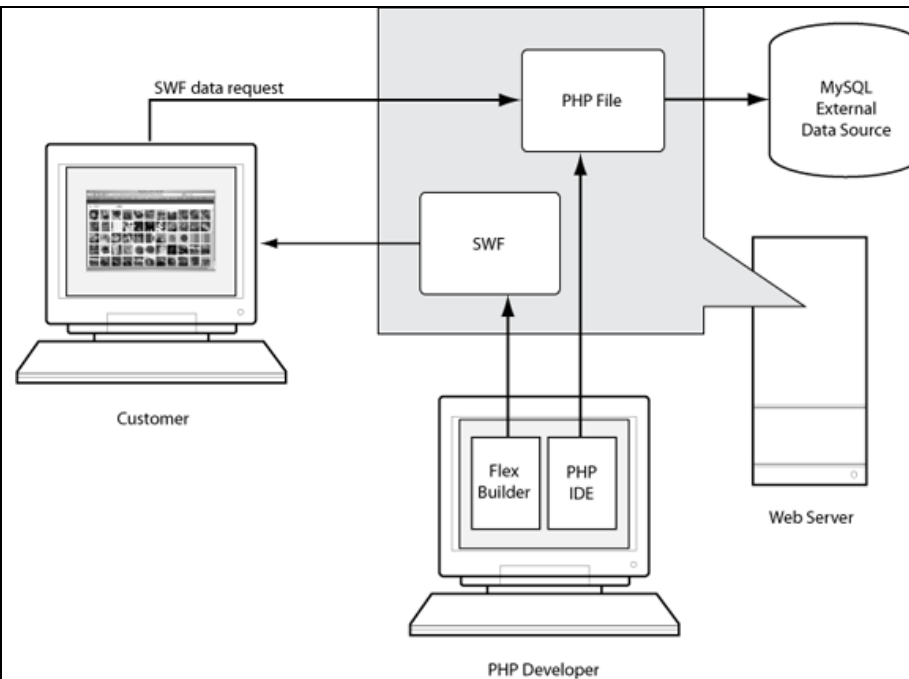
Source: Creating a video sharing web application using Flex, Flash Media Server, and Flash Media Encoding Server,
http://www.adobe.com/devnet/flashmediaserver/articles/video_sharing_web_app.html.

Architecture of a Flash iFrame Facebook application



Source: Understanding the architecture of applications built on the Facebook and Flash Platforms, http://www.adobe.com/devnet/facebook/articles/facebook_architecture_overview_04.html.





Source: Flex and PHP, <http://learn.adobe.com/wiki/display/Flex/Flex+and+PHP>. "PHP applications usually use HTML and JavaScript client-side technologies to render their user-interfaces. Since Flex is rendered in the browser and can integrate easily with PHP on the server-side, it is a perfect choice for more dynamic UI interfaces for PHP."

Citation 1pre(6): Adobe Flash Platform Speeds Web Innovation Across Desktops and Devices, p. 3, available at <http://www.adobe.com/aboutadobe/pressroom/pressreleases/pdfs/200910/100509FlashPlatformUmbrella.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.”

Citation 1pre(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.”

Citation 1pre(8): 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.

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.

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.”

Citation 1pre(9): 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.

In this article I consider some possible solutions for integrating client-side with server-side code.”

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.

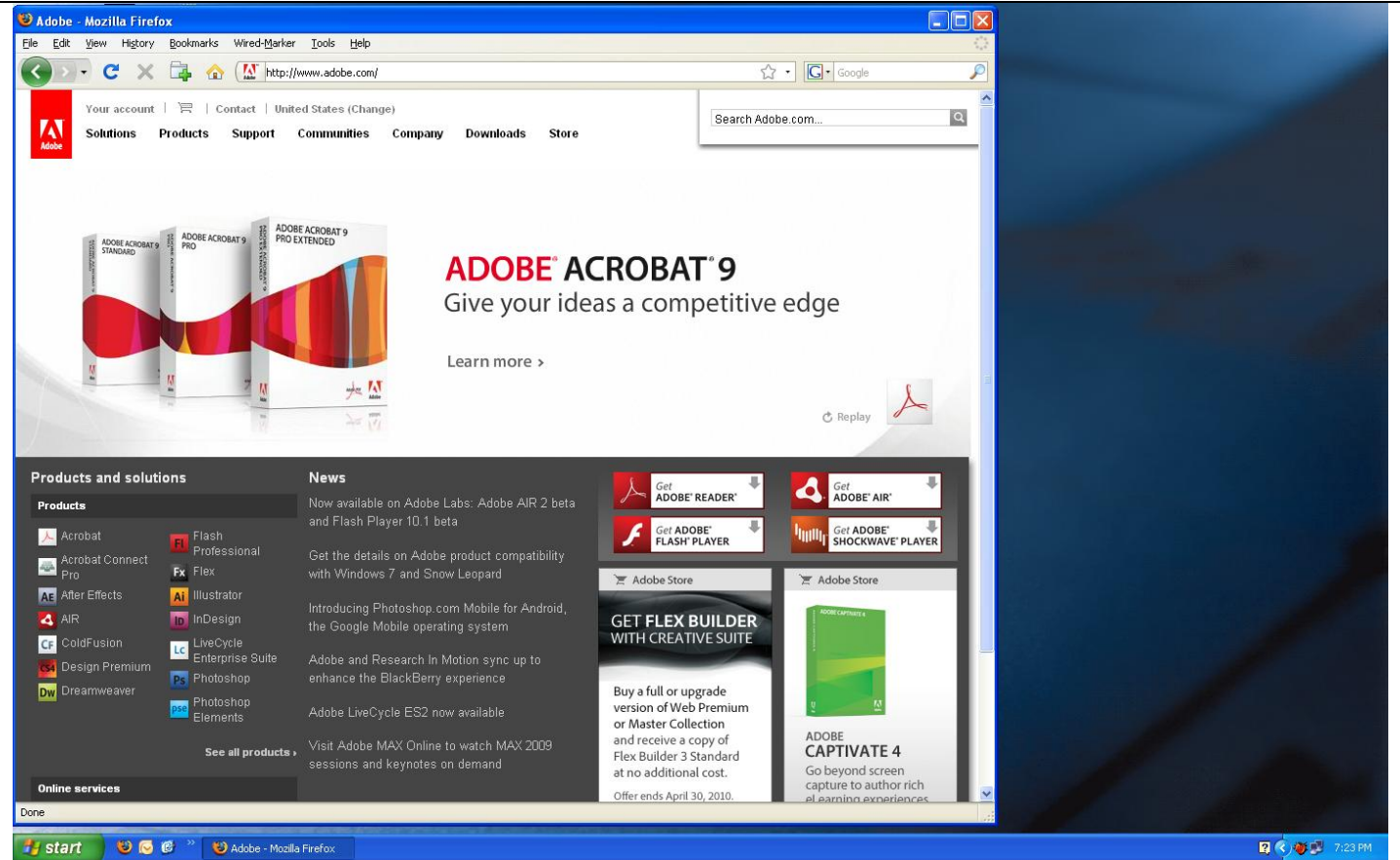
In addition, the players identified below, either alone and/or in combination with Flash authoring tools, also infringe all elements of this claim directly and indirectly (through contributory and/or induced infringement):

- Flash Player
 - 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
 - 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 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.").

- 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
 - 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
 - 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 devices.").
- Shockwave
 - See <http://www.adobe.com/products/shockwaveplayer/> ("Over 450 million Internet-

		<p>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.”). and any other players used to display flash or similar content.</p>
<p>1a</p>	<p>receiving, at the client workstation from the network server over the network environment, at least one file containing information to enable a browser application to display at least a portion of a distributed hypermedia document within a browser-controlled window;</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) receive, at the client workstation from the network server over the network environment, at least one file containing information to enable a browser application to display at least a portion of a distributed hypermedia document within a 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>



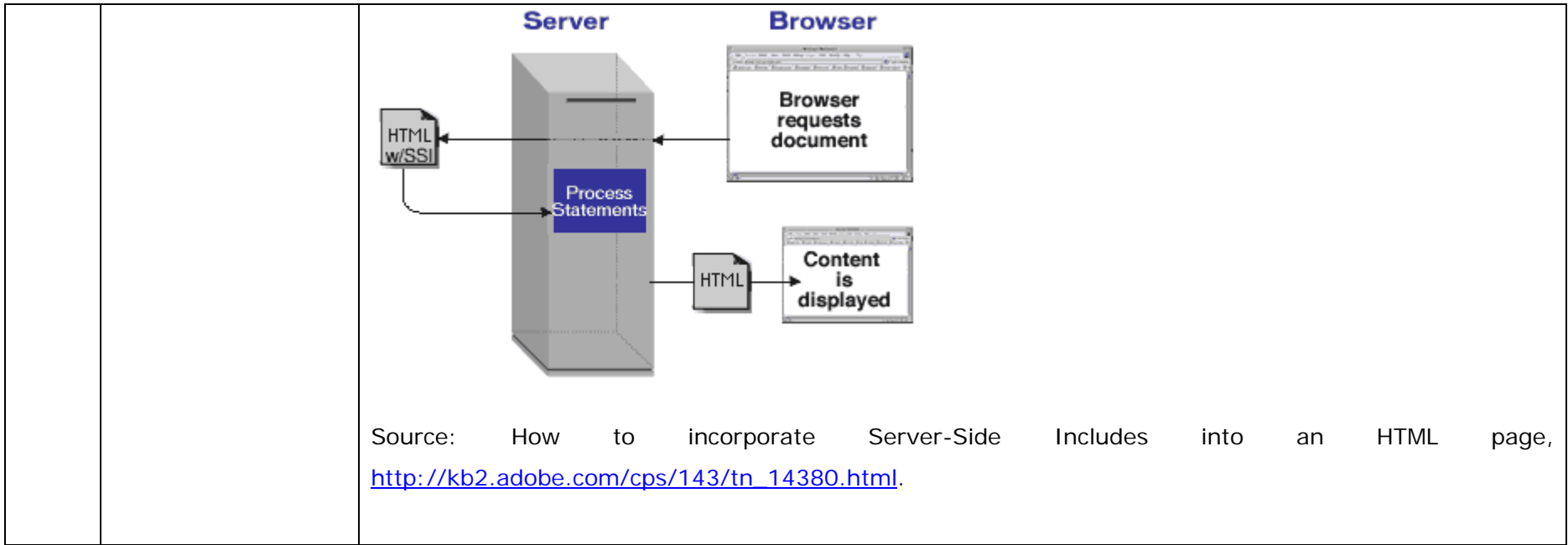
Source: Adobe, <http://www.adobe.com/>.

```

<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en" lang="en">
<head>
...
<title>Adobe</title>
...
</head>
<body>
...
    <dl id="globalnav" class="clear-after">
        <dt id="adobe-logo"><a href="/go/gn_home_logo"></a></dt>
        <dd id="site-search">
...
            <dd id="site-menu">
                <ul id="site-menu-dropdown" class="d-dropdown compact">
                    <li><a class="dropdown-tab" href="/go/gn_sol">Solutions</a>
                        <dl class="dropdown-pane">
                            <dt>Industries</dt>
...
                                </dl>
                            </li>
...
                        </ul>
                    </dd>
...
<p class="call-action"><a href="/products/" class="link-more">See all products</a></p>
...
</body>
</html>

```

Source: Lines 2–805, Source code, HTML Document of webpage at URL <http://www.adobe.com/>.



The screenshot shows the Adobe Flash Player website. At the top, there are browser tabs and the URL <http://www.adobe.com/products/flashplayer/action/>. The navigation bar includes links for 'Your account', 'Contact', 'United States (Change)', 'Solutions', 'Products', 'Support', 'Communities', 'Company', 'Downloads', and 'Store'. The main heading is 'Adobe Flash Player in action'. Below this is a video player showing a technical demonstration of Adobe Flash Player 10. A context menu is open over the video, listing options: 'Zoom In', 'Zoom Out', 'Show All' (checked), 'Quality', 'Print...', 'Settings...', and 'About Adobe Flash Player 10...'. To the left of the video is a bio for Antti Kupila, a self-taught creative developer. To the right is a 'QUOTE' section with a testimonial about Pixel Bender. A sidebar on the right contains sections for 'NEXT STEPS', 'PART OF THE ADOBE FLASH PLATFORM', 'FLASH PLAYER HOME', 'SUPPORT', and 'LICENSING'.

Antti Kupila

Antti Kupila is a self-taught creative developer who works mainly with Adobe Flash Professional. Kupila recently worked in San Francisco at AKQA as a senior creative developer for clients including Nike Global sports marketing, Nike Women, McDonalds global, Nike Basketball. Before that he worked with Woo Agentur, Ving, Dollhouse Jeans, and Level Vodka. He now resides in Finland and focuses on freelance work and will be starting at Sid Lee in Amsterdam in November.

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."

Antti Kupila
Creative Developer

LINKS

<http://www.anttikupila.com/flash/pixel-bender-levels>

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
- Datasheet (PDF, 491KB)
- At a glance (PDF, 1.33MB)
- Flash Player documentation
- Enterprise deployment

SUPPORT

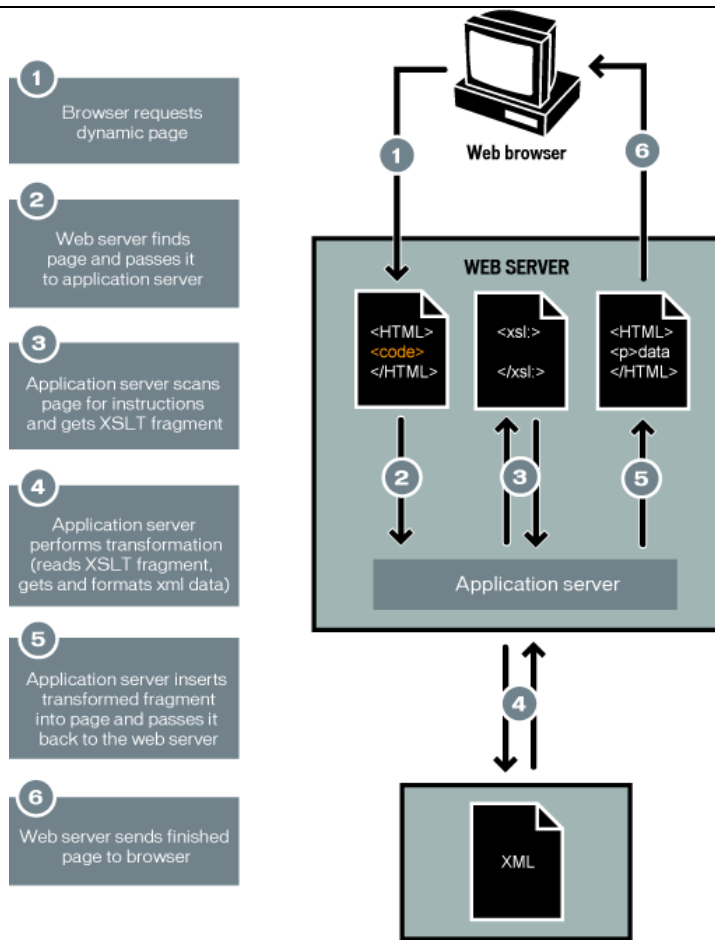
- Settings Manager
- Flash Player Support Center

LICENSING

- EULA

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.

Source: Adobe Flash Player: Flash Player in Action, <http://www.adobe.com/products/flashplayer/action/>.



Source: Server-side XSL transformations, http://livedocs.adobe.com/en_US/Dreamweaver/9.0/WScbb6b82af5544594822510a94ae8d65-7a5f.html.

Citation 1a(6): 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. . . .

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."

Citation 1a(7): Adobe Flash CS3 Professional User Guide, p. 419, *available at* http://livedocs.adobe.com/flash/9.0/UsingFlash/flash_cs3_help.pdf (hereinafter "Flash User's Guide")

"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."

Citation 1a(8): 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."

Citation 1a(9): 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."

Citation 1a(10): Flash.net package - ActionScript 3.0 Language and Components Reference, <http://livedocs.adobe.com/flash/9.0/ActionScriptLangRefV3/flash/net/package.html>. (Describing the flash.net package, which contains package-level functions for opening a new browser window, and contains a function navigateToURL() which has optional parameters that let you specify an object to

		<p>display and the browser window in which to display it) “[The parameter string sets out t]he browser window or HTML frame in which to display the document indicated by the request parameter. You can enter the name of a specific window or use one of the following values”</p> <p>Citation 1a(11): 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><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>
<p>1b</p>	<p>executing the browser application on the client workstation, with the browser application: responding to text formats to initiate processing specified by the 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 the browser application on the client workstation, with the browser application: responding to text formats to initiate processing specified by the 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>

```
<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en" lang="en">
<head>
...
<title>Adobe</title>
...
</head>
<body>
...
    <dl id="globalnav" class="clear-after">
        <dt id="adobe-logo"><a href="/go/gn_home_logo"></a></dt>
...
        <dd id="site-menu">
            <ul id="site-menu-dropdown" class="d-dropdown compact">
                <li><a class="dropdown-tab" href="/go/gn_sol">Solutions</a>
                    <dl class="dropdown-pane">
                        <dt>Industries</dt>
...
                    </dl>
                </li>
...
            <p class="call-action"><a href="/products/" class="link-more">See all products</a></p>
...
</body>
</html>
```

Source: Lines 2–805, Source code, HTML Document of webpage at URL <http://www.adobe.com/>.

Adobe - Mozilla Firefox

File Edit View History Bookmarks Wired-Marker Tools Help

http://www.adobe.com/

Your account | Contact | United States (Change)

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Search Adobe.com...

ADOBE ACROBAT 9

Give your ideas a competitive edge

Learn more >

Replay

Products and solutions

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- Acrobat Connect Pro
- After Effects
- AIR
- ColdFusion
- Design Premium
- Dreamweaver
- Flash Professional
- Flex
- Illustrator
- InDesign
- LiveCycle Enterprise Suite
- Photoshop
- Photoshop Elements

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News

- Now available on Adobe Labs: Adobe AIR 2 beta and Flash Player 10.1 beta
- Get the details on Adobe product compatibility with Windows 7 and Snow Leopard
- Introducing Photoshop.com Mobile for Android, the Google Mobile operating system
- Adobe and Research In Motion sync up to enhance the BlackBerry experience
- Adobe LiveCycle ES2 now available
- Visit Adobe MAX Online to watch MAX 2009 sessions and keynotes on demand

Get Adobe

- Get ADOBE READER
- Get ADOBE AIR
- Get ADOBE FLASH PLAYER
- Get ADOBE SHOCKWAVE PLAYER

Adobe Store

Acrobat 9 Pro Extended
Deliver the richest, most engaging PDF communications anytime, anywhere.

Creative Suite 4 DESIGN PREMIUM
Deliver innovative ideas in print, web, and mobile design.

Done

Source: Adobe, <http://www.adobe.com/>.

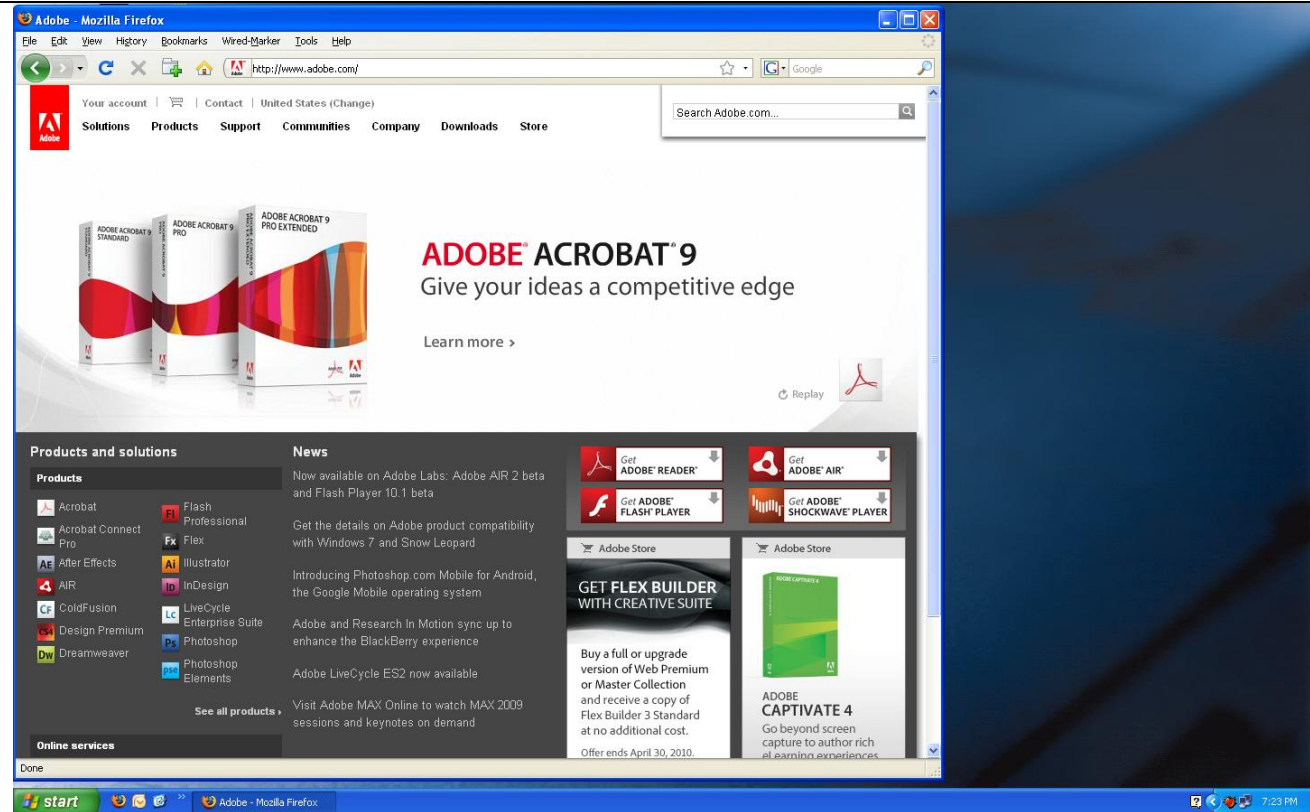
The screenshot shows the Adobe Flash Player website. At the top, there are three browser tabs and a navigation bar with links for 'Your account', 'Contact', 'United States (Change)', 'Solutions', 'Products', 'Support', 'Communities', 'Company', 'Downloads', and 'Store'. The main content area has a heading 'Adobe Flash Player in action' and a video player. A context menu is open over the video player, showing options: 'Zoom In', 'Zoom Out', 'Show All' (checked), 'Quality', 'Print...', 'Settings...', and 'About Adobe Flash Player 10...'. Below the video player, there is a section for 'Antti Kupila' with a bio and a quote. 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." 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 sidebar with sections: '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).

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.

Source: Adobe Flash Player: Flash Player in Action, <http://www.adobe.com/products/flashplayer/action/>.

		<p>Citation 1b(4): 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. The Publish command can automatically generate an HTML file with the correct tags in it for you.”</p> <p>Citation 1b(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>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(6): 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(7): 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</p>
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		<p>a template included with Flash.”</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>
<p>1c</p>	<p>displaying at least a portion of the document within the browser-controlled window;</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) display at least a portion of the document within the 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>



Source: Adobe, <http://www.adobe.com/>.

The screenshot shows the Adobe website for Flash Player. The main content area features a video player titled 'Adobe Flash Player in action'. A context menu is overlaid on the video player, showing options: Zoom In, Zoom Out, Show All (checked), Quality, Print..., Settings..., and About Adobe Flash Player 10... Below the video player, there is a section for Antti Kupila, a self-taught creative developer. A quote from him 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 on the right contains sections for '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).

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.

Source: Adobe Flash Player: Flash Player in Action, <http://www.adobe.com/products/flashplayer/action/>.

		<p>Citation 1c(3): 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> <p>Citation 1c(4): 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. . . . 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(5): 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(6): 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(7): Flash User's Guide, p. 423. "Playing Flash content in a web browser requires an HTML</p>
--	--	---

		<p>document that activates the SWF file and specifies browser settings.”</p> <p>Citation 1c(8): Macromedia Dreamweaver - Top five Dreamweaver 4 behaviors: Open Browser Window, http://www.adobe.com/support/dreamweaver/interactivity/behavior/behavior04.html (Describing how to create a webpage that opens an object in a specified browser window). “Use the Open Browser Window action to open a URL in a new window. You can specify the properties of the new window, including its size, attributes (whether it is resizable, has a menu bar, and so on), and name. For example, you can use this behavior to open a larger image in a separate window when the visitor clicks a thumbnail image; with this behavior, you can make the new window the exact size of the image.”</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>identifying an embed text format which corresponds to a first location in the document, where the embed text format specifies the location of at</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) identify an embed text format which corresponds to a first location in the document, where the embed text format specifies the location of at least a portion of an object external to the file, where the object has type information associated with it. 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>

least a portion of an object external to the file, where the object has type information associated with it;

```
<script type="text/javascript">
...
"fma1" : [ {
...
SWFURI:
"http://www.images.adobe.com/www.adobe.com/homepage/en_us/fma_rotation/fma1/a9_fma.swf",
...
      ID:           "home-fma",
      WIDTH:        "1000",
      HEIGHT:       "300",
...
<div id="home-fma">
  <a href="/go/DNOWM"></a>
</div><script type="text/javascript">
...
    var props = new Object();
        props.swf = FMA.SWFURI;
        props.id = SWF.ID;
        props.w = SWF.WIDTH;
        props.h = SWF.HEIGHT;
...
    var swfo = new SWFObject( props );
    swfo.addParam("allowScriptAccess", "always");
...
</script>
```

Source: Line 69 - 467, Source code, HTML Document of webpage at URL <http://www.adobe.com/>.

The screenshot shows the Adobe website for Flash Player. The main content area features a video player with a context menu open over it. The menu options are: Zoom In, Zoom Out, Show All (checked), Quality, Print..., Settings..., and About Adobe Flash Player 10... Below the video player, there is a section for Antti Kupila, a self-taught creative developer. A quote from him 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 on the right contains sections for '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).

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.

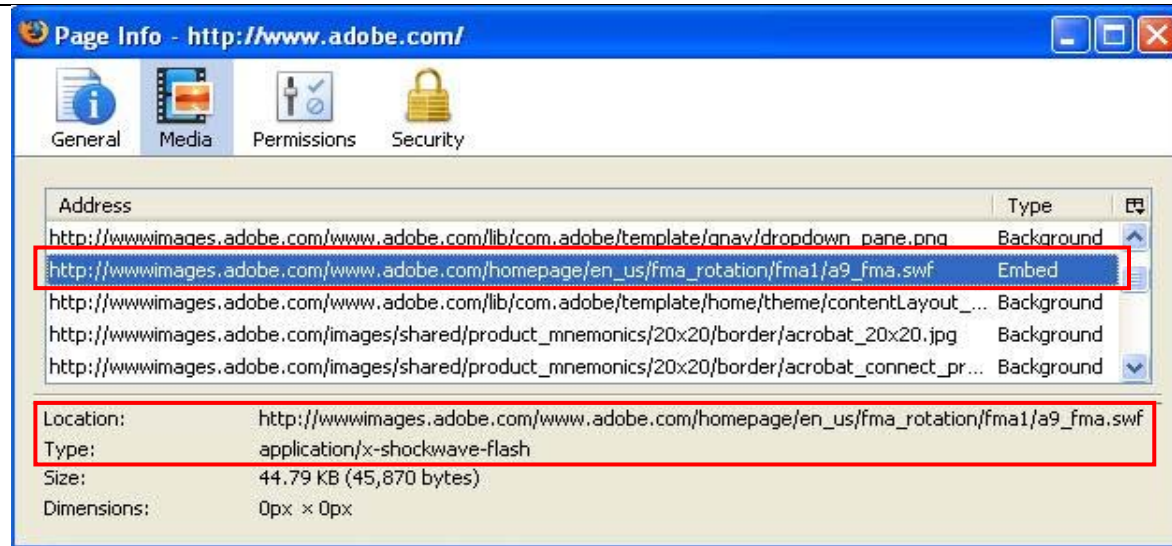
Source: Adobe Flash Player: Flash Player in Action, <http://www.adobe.com/products/flashplayer/action/>. See *also* the source for this page, which includes the following code:

```
<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"></s
cript>
```

Citation 1d(3): The code for the "swobject.js" is available at the above-identified URL. It provides, in part:

```
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') +' "';
```

Source: <http://wwwimages.adobe.com/www.adobe.com/ubi/template/identity/lib/swfobject.js>



Source: Mozilla Firefox -> Tools -> Page Info -> Media, <http://www.adobe.com/>.

Citation 1d(5): 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."

Citation 1d(6): 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

		<p>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(7): 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</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(8): 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"> 1. Copy the HTML code below and paste it into your HTML. <pre><OBJECT classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"</pre>
--	--	--

```
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=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>
```

2. Edit the attributes of the tags for the movie.

- 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 of movie to be played."

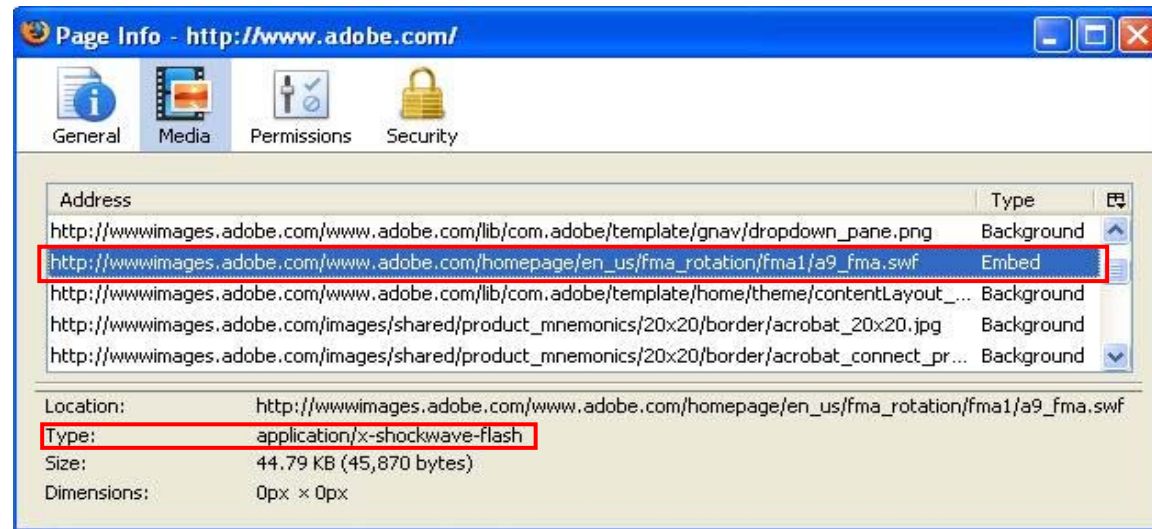
Citation 1d(9): Flash User's Guide, p. 441. "To display a SWF file in a web browser, an HTML document must use the object and embed tags with the proper parameters. . . .

```
<embed src="moviename.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>
"
```

Citation 1d(10): Flash User's Guide, p. 442 (teaching the tag attributes and parameters that describe the HTML code that the Publish command creates).

		<p>“src attribute</p> <p>Value movieName.swf</p> <p>Template variable: \$MO</p> <p>Description</p> <p>Specifies the name of the SWF file to be loaded.”</p> <p>Citation 1d(11): 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	utilizing the type information to identify and locate an executable application external	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 the type information to identify and locate an executable application external to the file. 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.

to the file; and



Source: , Mozilla Firefox -> Tools -> Page Info -> Media, <http://www.adobe.com/>.

The screenshot shows the Adobe Flash Player website. At the top, there are browser tabs and the URL <http://www.adobe.com/products/flashplayer/action/>. The navigation bar includes 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 features a video player. A context menu is open over the video player, showing options: 'Zoom In', 'Zoom Out', 'Show All' (checked), 'Quality', 'Print...', 'Settings...', and 'About Adobe Flash Player 10...'. Below the video player, there is a testimonial for Antti Kupila, a Creative Developer, who provides a quote about using Pixel Bender in Adobe Flash Player 10. The right sidebar contains sections for 'NEXT STEPS', 'PART OF THE ADOBE FLASH PLATFORM', 'FLASH PLAYER HOME', 'SUPPORT', and 'LICENSING'.

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Source: Adobe Flash Player: Flash Player in Action, <http://www.adobe.com/products/flashplayer/action/>.
See *also* the source for this page, which includes the following code:

```
<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"></s
cript>
```

Citation 1e(3): The code for the "swobject.js" is available at the above-identified URL. It provides, in part:

```
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') +' "';
```

Source: <http://wwwimages.adobe.com/www.adobe.com/ubi/template/identity/lib/swfobject.js>

```
<script type="text/javascript">
...
"fma1" : [ {
...
SWFURI:
"http://www.images.adobe.com/www.adobe.com/homepage/en_us/fma_rotation/fma1/a9_fma.swf"
,
...
      ID:           "home-fma",
      WIDTH:        "1000",
      HEIGHT:       "300",
...
<div id="home-fma">
  <a href="/go/DNOWM"></a>
</div>
<script type="text/javascript">
...
    var props = new Object();
        props.swf = FMA.SWFURI;
        props.id = SWF.ID;
        props.w = SWF.WIDTH;
        props.h = SWF.HEIGHT;
...
    var swfo = new SWFObject( props );
    swfo.addParam("allowScriptAccess", "always");
...
</script>
```

Source: Line 69 - 467, Source code, HTML Document of webpage at URL <http://www.adobe.com/>.

Citation 1e(5): 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."

Citation 1e(6): 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.

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."

Citation 1e(7): 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."

Citation 1e(8): 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."

Citation 1e(9): Flash User's Guide, p. 433-34. "Configuring a server establishes the appropriate

		<p>Multipart InternetMail Extension (MIME) types so that the server can identify files with the .swf extension as Flash files.</p> <p>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(10): 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>
<p>1f</p>	<p>automatically invoking the executable application, in response to the identifying of the</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) automatically invoke the executable application, in response to the identifying of the embed text format, to execute on the client workstation in order to display the object and enable an end-user to directly interact with the object while the object is being displayed within a display area created at the first location within the portion of the hypermedia document being displayed in the browser-controlled window. In addition, Adobe provides the</p>

<p>embed text format, to execute on the client workstation in order to display the object and enable an end-user to directly interact with the object while the object is being displayed within a display area created at the first location within the portion of the hypermedia document being displayed in the browser-controlled window.</p>	<p>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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The screenshot shows the Adobe website for Flash Player. The main heading is "Adobe Flash Player in action". Below it is a video player showing a technical demonstration. A context menu is open over the video player with the following options: Zoom In, Zoom Out, Show All (checked), Quality, Print..., Settings..., and About Adobe Flash Player 10... To the right of the video player is a sidebar with sections: 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), Datasheet (PDF, 491KB), At a glance (PDF, 1.33MB), Flash Player documentation, Enterprise deployment, SUPPORT (Settings Manager, Flash Player Support Center), and LICENSING (EULA).

Antti Kupila
 Antti Kupila is a self-taught creative developer who works mainly with Adobe Flash Professional. Kupila recently worked in San Francisco at AKQA as a senior creative developer for clients including Nike Global sports marketing, Nike Women, McDonalds global, Nike Basketball. Before that he worked with Woo Agentur, Ving, Dollhouse Jeans, and Level Vodka. He now resides in Finland and focuses on freelance work and will be starting at Sid Lee in Amsterdam in November.

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."
 Antti Kupila
 Creative Developer

LINKS
<http://www.anttikupila.com/flash/pixel-bender-levels>

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Source: Adobe Flash Player: Flash Player in Action, <http://www.adobe.com/products/flashplayer/action/>.
 See *also* the source for this page, which includes the following code:

```
<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"></s
cript>
```

Citation 1f(2): The code for the "swobject.js" is available at the above-identified URL. It provides, in part:

```
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') +' "';
```

Source: <http://wwwimages.adobe.com/www.adobe.com/ubi/template/identity/lib/swfobject.js>

Adobe - Mozilla Firefox

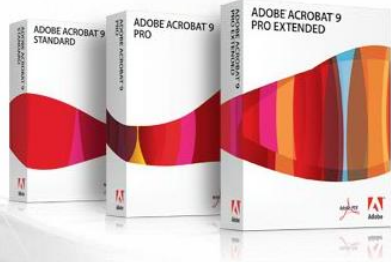
File Edit View History Bookmarks Wired-Marker Tools Help

http://www.adobe.com/

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Source: Adobe, <http://www.adobe.com/>.

```
<script type="text/javascript">
...
"fma1" : [ {
...
SWFURI:
"http://www.images.adobe.com/www.adobe.com/homepage/en_us/fma_rotation/fma1/a9_fma.swf
",
...
      ID:          "home-fma",
      WIDTH:       "1000",
      HEIGHT:      "300",
...
<div id="home-fma">
  <a href="/go/DNOWM"></a>
</div>
<script type="text/javascript">
...
    var props = new Object();
        props.swf = FMA.SWFURI;
        props.id = SWF.ID;
        props.w = SWF.WIDTH;
        props.h = SWF.HEIGHT;
...
    var swfo = new SWFObject( props );
    swfo.addParam("allowScriptAccess", "always");
...
</script>
```

Source: Line 69 - 467, Source code, HTML Document of webpage at URL <http://www.adobe.com/>



Source: Adobe, <http://www.adobe.com/>.

Citation 1f(6): 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/>.

Citation 1f(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 for an additional mouse click or other user activation."

Citation 1f(8): 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."

Citation 1f(9): Flash User's Guide, p. 426. "Select the Detect Flash Version check box. Your SWF file is

		<p>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(10): 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>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(11): Video Learning Guide for Flash: Overview, 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>
2	The method of claim 1 where: the information to enable comprises	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:

	text formats.	<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 where the information to enable comprises 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>
--	---------------	---

```

<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en" lang="en">
<head>
...
<title>Adobe</title>
...
</head>
<body>
...
    <dl id="globalnav" class="clear-after">
        <dt id="adobe-logo"><a href="/go/gn_home_logo"></a></dt>
        <dd id="site-search">
...
            <dd id="site-menu">
                <ul id="site-menu-dropdown" class="d-dropdown compact">
                    <li><a class="dropdown-tab" href="/go/gn_sol">Solutions</a>
                        <dl class="dropdown-pane">
                            <dt>Industries</dt>
...
                                </dl>
                            </li>
...
                        </ul>
                    </dd>
...
<p class="call-action"><a href="/products/" class="link-more">See all products</a></p>
...
</body>
</html>

```

Source: Lines 2–805, Source code, HTML Document of webpage at URL <http://www.adobe.com/>

Citation 2(2): TextField - ActionScript 3.0 Language and Components Reference, <http://livedocs.adobe.com/flash/9.0/ActionScriptLangRefV3/flash/text/TextField.html> (describing a way

		<p>to format text in Flash by using ActionScript tags). “The <textformat> tag lets you use a subset of paragraph formatting properties of the TextFormat class within text fields, including line leading, indentation, margins, and tab stops. You can combine <textformat> tags with the built-in HTML tags.”</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>
<p>3</p>	<p>The method of claim 2 where the text formats are HTML tags.</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

and any other tools used to create flash or similar content.

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 where the text formats are HTML tags. 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.

```
<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en" lang="en">
<head>
...
<title>Adobe</title>
...
</head>
<body>
...
        <dt id="adobe-logo"><a href="/go/gn_home_logo"></a></dt>
...
        <dd id="site-menu">
            <ul id="site-menu-dropdown" class="d-dropdown compact">
                <li><a class="dropdown-tab" href="/go/gn_sol">Solutions</a>
                    <dl class="dropdown-pane">
                        ...
                    </dl>
                </li>
            </ul>
...
<p class="call-action"><a href="/products/" class="link-more">See all products</a> </p>
...
</body>
</html>
```


		<p>Source: Lines 2–805, Source code, HTML Document of webpage at URL http://www.adobe.com/.</p> <p>Citation 3(2): Styling built-in HTML tags -- Flash CS3, http://livedocs.adobe.com/flash/9.0/main/00000916.html (explaining that Flash Player supports a subset of HTML tags, and listing built-in HTML tags that can be styled.).</p> <p>Citation 3(3): About supported HTML tags, http://livedocs.adobe.com/flash/9.0/main/00000922.html (listing built-in HTML tags that Flash Player supports).</p> <p>Citation 3(4): Adding dynamic content outside the HTML tags in templates, http://kb2.adobe.com/cps/165/tn_16531.html. “When developers design templates, they are generally concerned with how visible elements on the page can be locked or remain editable to users making a page based on that template (an instance of the template). When working with dynamic pages, however, some code is automatically written outside of the opening or closing HTML tags. . . .</p> <p style="padding-left: 40px;">As with any editable area, when you first create a page from a template, the placeholder code that is within the editable area or that is contained outside of the HTML tags in the template will be added to the instance.”</p> <p>Citation 3(5): 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"></pre>
--	--	---

		<p></embed></p> <p>"</p> <p>Citation 3(6): 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. . . .</p> <p>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 3(7): 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. The Publish command can automatically generate an HTML file with the correct tags in it for you."</p> <p>Citation 3(8): 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> <p><i>See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based</i></p>
--	--	--

		<p><i>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>4</p>	<p>The method of claim 1 where the information contained in the file received comprises at least one embed text format.</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 where the information contained in the file received comprises at least one embed text format. In</p>

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.

```
<script type="text/javascript">
...
"fma1" : [ {
...
SWFURI:
"http://wwwimages.adobe.com/www.adobe.com/homepage/en_us/fma_rotation/fma1/a9_fma.swf
",
...
      ID:           "home-fma",
      WIDTH:        "1000",
      HEIGHT:       "300",
...
<div id="home-fma">
  <a href="/go/DNOWM"></a>
</div>
<script type="text/javascript">
...
    var props = new Object();
        props.swf = FMA.SWFURI;
        props.id = SWF.ID;
        props.w = SWF.WIDTH;
        props.h = SWF.HEIGHT;
...
    var swfo = new SWFObject( props );
    swfo.addParam("allowScriptAccess", "always");
...
</script>
```

Source: Line 69 - 467, Source code, HTML Document of webpage at URL <http://www.adobe.com/>.

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Adobe Flash Player in action

ADOBE FLASH PLAYER® 10

Antti Kupila

Antti Kupila is a self-taught creative developer who works mainly with Adobe Flash Professional. Kupila recently worked in San Francisco at AKQA as a senior creative developer for clients including Nike Global sports marketing, Nike Women, McDonalds global, Nike Basketball. Before that he worked with Woo Agentur, Ving, Dollhouse Jeans, and Level Vodka. He now resides in Finland and focuses on freelance work and will be starting at Sid Lee in Amsterdam in November.

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."

Antti Kupila
Creative Developer

LINKS

<http://www.anttikupila.com/flash/pixel-bender-levels>

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- Settings Manager
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LICENSING

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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.

Source: Adobe Flash Player: Flash Player in Action, <http://www.adobe.com/products/flashplayer/action/>.

See *also* the source for this page, which includes the following code:

```
<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"></s
cript>
```

Citation 4(3): The code for the "swobject.js" is available at the above-identified URL. It provides, in part:

```
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') +' "';
```

Source: <http://wwwimages.adobe.com/www.adobe.com/ubi/template/identity/lib/swfobject.js>

Citation 4(4): 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."

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. . . .

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."

Citation 4(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. The Publish command can automatically generate an HTML file with the correct tags in it for you."

		<p>Citation 4(6): 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> <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>
<p>5pre</p>	<p>The method of claim 1 where the step of identifying an embed text format comprises:</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

		<ul style="list-style-type: none"> • 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. 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 elements 1pre, 1a, 1b, 1c, 1d, 1e, and 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>
5a	parsing the received file to identify text formats included in the received file.	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) parse the received file to identify text formats included in the received file. 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.

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Adobe Flash Player in action

ADOBE FLASH PLAYER® 10

Antti Kupila

Antti Kupila is a self-taught creative developer who works mainly with Adobe Flash Professional. Kupila recently worked in San Francisco at AKQA as a senior creative developer for clients including Nike Global sports marketing, Nike Women, McDonalds global, Nike Basketball. Before that he worked with Woo Agentur, Ving, Dollhouse Jeans, and Level Vodka. He now resides in Finland and focuses on freelance work and will be starting at Sid Lee in Amsterdam in November.

QUOTE

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Antti Kupila
Creative Developer

LINKS

<http://www.anttikupila.com/flash/pixel-bender-levels>

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- Flash Player documentation
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- Settings Manager
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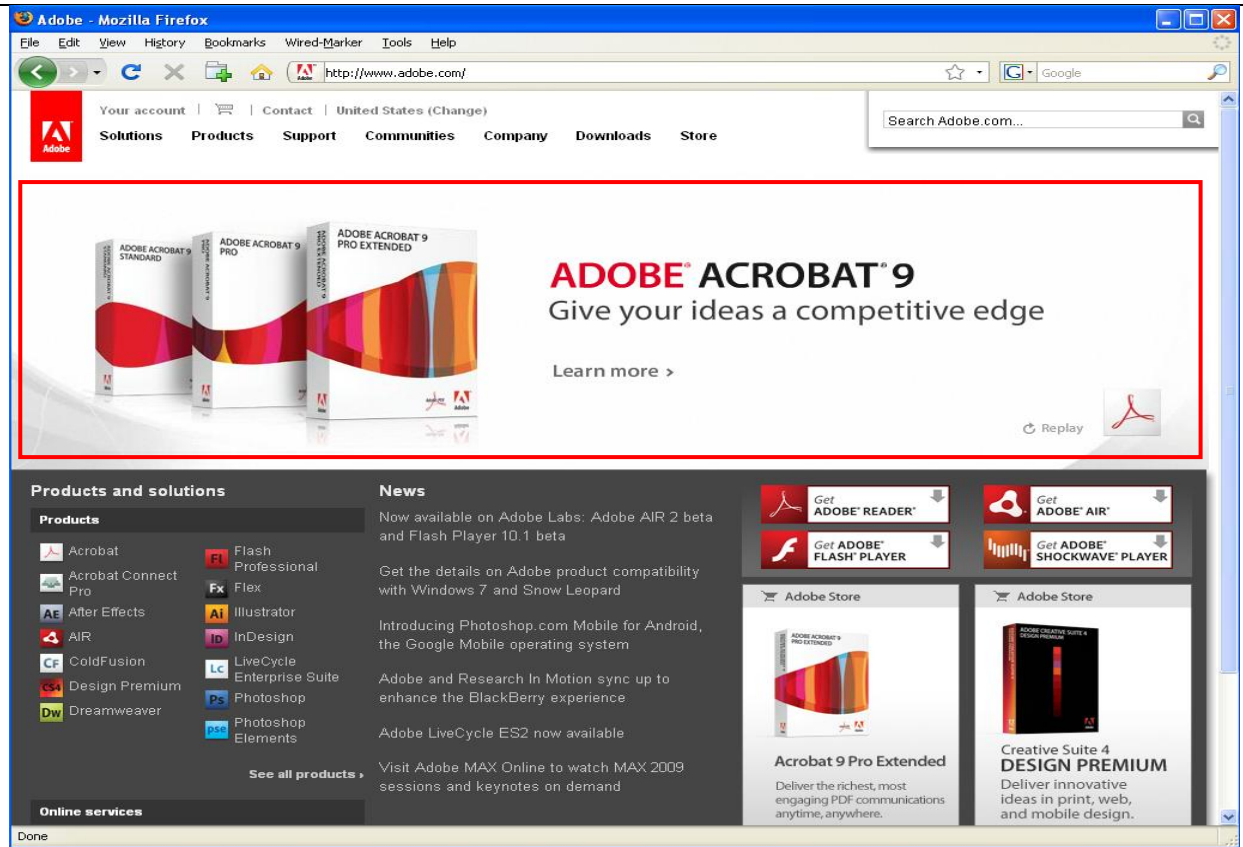
Want to experience the power of Adobe® Flash® Player software for yourself? This collection of sites shows you some of the innovative ways in which developers are creating rich, expressive content for Flash Player today.

Source: Adobe Flash Player: Flash Player in Action, <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

		<p>formats which appear in the source.</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"></s cript></pre>
--	--	--

```
<script type="text/javascript">
...
"fma1" : [ {
...
SWFURI:
"http://www.images.adobe.com/www.adobe.com/homepage/en_us/fma_rotation/fma1/a9_fma.swf",
...
    ID:            "home-fma",
    WIDTH:         "1000",
    HEIGHT:        "300",
...
<div id="home-fma">
    <a href="/go/DNOWM"></a>
</div>
<script type="text/javascript">
...
    var props = new Object();
        props.swf = FMA.SWFURI;
        props.id = SWF.ID;
        props.w = SWF.WIDTH;
        props.h = SWF.HEIGHT;
...
    var swfo = new SWFObject( props );
    swfo.addParam("allowScriptAccess", "always");
...
</script>
```

Source: Line 69 - 467, Source code, HTML Document of webpage at URL <http://www.adobe.com/>.



Source: Adobe, <http://www.adobe.com/>.

Citation 5a(4): 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."

Citation 5a(5): 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

		<p>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 5a(6): 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. The Publish command can automatically generate an HTML file with the correct tags in it for you.”</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>
6	The method of claim 5 where the parsing is by a parser in the browser.	<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

		<ul style="list-style-type: none">• 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 5 where the parsing is by a parser in the browser. 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>
--	--	--

The screenshot shows the Adobe website in a Mozilla Firefox browser window. The address bar displays <http://www.adobe.com/>. The navigation menu includes links for 'Your account', 'Contact', 'United States (Change)', 'Solutions', 'Products', 'Support', 'Communities', 'Company', 'Downloads', and 'Store'. A search bar is located in the top right corner.

The main banner features three boxes of Adobe Acrobat 9 products: 'ADOBE ACROBAT 9 STANDARD', 'ADOBE ACROBAT 9 PRO', and 'ADOBE ACROBAT 9 PRO EXTENDED'. To the right of the boxes, the text reads 'ADOBE ACROBAT 9 Give your ideas a competitive edge' with a 'Learn more >' link. A 'Replay' button and the Adobe logo are also visible in the banner area.

Below the banner, the 'Products and solutions' section lists various Adobe products with their respective icons: Acrobat, Acrobat Connect Pro, After Effects, AIR, ColdFusion, Design Premium, Dreamweaver, Flash Professional, Flex, Illustrator, InDesign, LiveCycle Enterprise Suite, Photoshop, and Photoshop Elements. A 'See all products >' link is provided at the bottom of this list.

The 'News' section contains several articles:

- 'Now available on Adobe Labs: Adobe AIR 2 beta and Flash Player 10.1 beta'
- 'Get the details on Adobe product compatibility with Windows 7 and Snow Leopard'
- 'Introducing Photoshop.com Mobile for Android, the Google Mobile operating system'
- 'Adobe and Research In Motion sync up to enhance the BlackBerry experience'
- 'Adobe LiveCycle ES2 now available'
- 'Visit Adobe MAX Online to watch MAX 2009 sessions and keynotes on demand'

The 'Adobe Store' section features two product tiles:

- 'Acrobat 9 Pro Extended' with the tagline 'Deliver the richest, most engaging PDF communications anytime, anywhere.'
- 'Creative Suite 4 DESIGN PREMIUM' with the tagline 'Deliver innovative ideas in print, web, and mobile design.'

Source: Adobe, <http://www.adobe.com/>.

Citation 6(2): The Adobe Flash player is an executable application that is automatically invoked by the browser, when said embed text format is parsed by the browser, 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/>.

Citation 6(3): Spry XML Primer, http://labs.adobe.com/technologies/spry/articles/xml_primer/xml_primer.html (describing places to put data in XML files). "This node/value structure works well for simple data. If the data is more complex, meaning it has many special characters or perhaps HTML markup, then these nodes need to be wrapped in a CDATA container or be entity encoded. For example, if the value of a node was: ' 6 > 5 and 5 < 6', the XML parser (the browser or Spry) will get confused since it would think that the '><' characters are opening or closing tags. This would cause a parsing error and the XML is therefore invalid."

Citation 6(4): ColdFusion MX: The Internet and related technologies, http://livedocs.adobe.com/coldfusion/6/Getting_Started_Building_ColdFusion_MX_Applications/intro2.htm. "As mentioned previously, the web browser processes the web pages that it receives from a web server and displays the pages to the user. . . . Unfortunately, most browsers today parse web pages differently. Web designers must pay special attention to the way a browser behaves, or users might not see the pages as the designers intended."

Citation 6(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.

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."

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.

		<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>7</p>	<p>The method of claim 1 where the processing specified by the text formats is specified directly.</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 where the processing specified by the text formats is specified directly. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes</p>

them to use Adobe Flash authoring tools in an infringing manner in their default and expected uses.

```
<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en" lang="en">
<head>
...
<title>Adobe</title>
...
</head>
<body>
...
    <dl id="globalnav" class="clear-after">
        <dt id="adobe-logo"><a href="/go/gn_home_logo"></a></dt>
        <dd id="site-search">
...
        <dd id="site-menu">
            <ul id="site-menu-dropdown" class="d-dropdown compact">
                <li><a class="dropdown-tab" href="/go/gn_sol">Solutions</a>
                    <dl class="dropdown-pane">
                        <dt>Industries</dt>
...
                    </dl>
                </li>
...
<p class="call-action"><a href="/products/" class="link-more">See all products</a></p>
...
</body>
</html>
```

Source: Lines 2–805, Source code, HTML Document of webpage at URL <http://www.adobe.com/>.

Citation 7(2): Macromedia Flash OBJECT and EMBED Tag Syntax, http://kb2.adobe.com/cps/415/tn_4150.html.

"To add OBJECT and EMBED tags manually:

1. Copy the HTML code below and paste it into your HTML.

```
<OBJECT classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#vers
ion=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"
PLUGINSOURCE="http://www.macromedia.com/go/getflashplayer"></EMBED></OBJECT>
```

2. Edit the attributes of the tags for the movie.

- o Change the HEIGHT and WIDTH parameters to match the height and width of the movie dimensions or use percentage values, if desired.
- o Change "movienamename.swf" where it appears in the OBJECT and EMBED tags to the name of movie to be played."

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.

In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).

<p>8</p>	<p>The method of claim 1 where the correspondence is implied by the order of the text format in a set of all of the text formats.</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 where the correspondence is implied by the order of the text format in a set of all of the 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>
-----------------	---	--

```

<form id="globalnav-search" class="en" name="globalnav-search" method="get"
action="/go/gnav_search" accept-charset="utf-8">
...
</form>
<!--googleon: index-->

<div id="home-fma">
    <a href="/go/DNOWM"></a>

</div>
<script type="text/javascript">
...
</script>
<div id="lavoutLoaic" class="home">

```

Source: Lines 242-469, adobe.htm, saved HTML Source code of <http://www.adobe.com/>.

Citation 8(2): ColdFusion MX: The Internet and related technologies, http://livedocs.adobe.com/coldfusion/6/Getting_Started_Building_ColdFusion_MX_Applications/intro2.htm. "HTML tags usually have a starting and ending tag, surrounding the text that they affect. The starting tag turns on a feature (heading, bold, and so on), and the ending tag turns it off. All ending tags have a forward slash (/) preceding the tag name.

Most HTML tags look like this: <TheTagName>text</TheTagName>"

		<p>Citation 8(3): Displaying XML Data, http://www.adobe.com/devnet/dreamweaver/articles/display_xml_data_03.html. "Tags are nested within others to create a schema of parent and child tags. Like most HTML tags, all tags in an XML schema have an opening and closing tag. The following example illustrates the basic structure of an XML file:</p> <pre> <?xml version="1.0"> <mybooks> <book bookid="1"> <pubdate>03/01/2004</pubdate> <title>Displaying XML Data with Macromedia Dreamweaver</title> <author>Charles Brown</author> </book> <book bookid="2"> <pubdate>04/08/2004</pubdate> <title>Understanding XML</title> <author>John Thompson</author> </book> </mybooks> </pre> <p>In this example, each parent <book> tag contains three child tags: <pubdate> , <title> , and <author>. But each <book> tag is also a child tag of the <mybooks> tag, which is one level higher in the schema. You can name and structure XML tags in any way you like, provided that you nest tags accordingly within others, and assign each opening tag a corresponding closing tag."</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>
<p>9</p>	<p>The method of claim 1 where the embed text format specifies the location of at least a portion of an object directly.</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</p>

1 where the embed text format specifies the location of at least a portion of an object directly. 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.

```
<script type="text/javascript">
...
"fma1" : [ {
...
SWFURI:
"http://wwwimages.adobe.com/www.adobe.com/homepage/en_us/fma_rotation/fma1/a9_fma.swf
",
...
<div id="home-fma">
    <a href="/go/DNOWM"></a>
</div>
<script type="text/javascript">
...
    var props = new Object();
        props.swf = FMA.SWFURI;
        props.id = SWF.ID;
        props.w = SWF.WIDTH;
        props.h = SWF.HEIGHT;
...
    var swfo = new SWFObject( props );
    swfo.addParam("allowScriptAccess", "always");
...
</script>
```

Source: Line 69 - 467, Source code, HTML Document of webpage at URL <http://www.adobe.com/>

The screenshot shows the Adobe Flash Player website. At the top, there are browser tabs and the URL <http://www.adobe.com/products/flashplayer/action/>. The navigation bar includes links for 'Your account', 'Contact', 'United States (Change)', 'Solutions', 'Products', 'Support', 'Communities', 'Company', 'Downloads', and 'Store'. The main heading is 'Adobe Flash Player in action'. Below this is a video player showing a technical demonstration of a levels filter. A context menu is open over the video, listing options: 'Zoom In', 'Zoom Out', 'Show All' (checked), 'Quality', 'Print...', 'Settings...', and 'About Adobe Flash Player 10...'. To the right of the video player is a sidebar with sections: '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), 'Datasheet (PDF, 491KB)', 'At a glance (PDF, 1.33MB)', 'Flash Player documentation', 'Enterprise deployment', 'SUPPORT' (Settings Manager, Flash Player Support Center), and 'LICENSING' (EULA).

Antti Kupila

Antti Kupila is a self-taught creative developer who works mainly with Adobe Flash Professional. Kupila recently worked in San Francisco at AKQA as a senior creative developer for clients including Nike Global sports marketing, Nike Women, McDonalds global, Nike Basketball. Before that he worked with Woo Agentur, Ving, Dollhouse Jeans, and Level Vodka. He now resides in Finland and focuses on freelance work and will be starting at Sid Lee in Amsterdam in November.

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."

Antti Kupila
Creative Developer

LINKS

<http://www.anttikupila.com/flash/pixel-bender-levels>

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.

Source: Adobe Flash Player: Flash Player in Action, <http://www.adobe.com/products/flashplayer/action/>.
See *also* the source for this page, which includes the following code:

```
<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"></s
cript>
```

Citation 9(3): The code for the "swobject.js" is available at the above-identified URL. It provides, in part:

```
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') +' "';
```

Source: <http://wwwimages.adobe.com/www.adobe.com/ubi/template/identity/lib/swfobject.js>

Citation 9(4): 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. . . .

```
<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>
"
```

Citation 9(5): Macromedia Flash OBJECT and EMBED Tag Syntax, http://kb2.adobe.com/cps/415/tn_4150.html.

"To add OBJECT and EMBED tags manually:

1. Copy the HTML code below and paste it into your HTML.

```
<OBJECT classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=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>
```

2. 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 "moviname.swf" where it appears in the OBJECT and EMBED tags to the name of movie to be played." <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>
<p>10</p>	<p>The method of claim 1 where having type information associated is by including type information in the embed text format.</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

		<ul style="list-style-type: none">• 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 where having type information associated is by including type information in the embed text format. 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>
--	--	---

The screenshot shows the Adobe Flash Player website. At the top, there are browser tabs and the URL <http://www.adobe.com/products/flashplayer/action/>. The navigation bar includes links for 'Your account', 'Contact', 'United States (Change)', 'Solutions', 'Products', 'Support', 'Communities', 'Company', 'Downloads', and 'Store'. The main heading is 'Adobe Flash Player in action'. Below this is a video player showing a technical demonstration of Adobe Flash Player 10. A context menu is open over the video player, listing options: 'Zoom In', 'Zoom Out', 'Show All' (checked), 'Quality', 'Print...', 'Settings...', and 'About Adobe Flash Player 10...'. To the left of the video player is a testimonial for Antti Kupila, a self-taught creative developer. To the right is a sidebar with sections: '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).

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.

Source: Adobe Flash Player: Flash Player in Action, <http://www.adobe.com/products/flashplayer/action/>. See *also* the source for this page, which includes the following code:

```
<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"></s
cript>
```

Citation 10(2): The code for the "swobject.js" is available at the above-identified URL. It provides, in part:

```
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') +' "';
```

Source: <http://wwwimages.adobe.com/www.adobe.com/ubi/template/identity/lib/swfobject.js>


```

<script type="text/javascript">
...
"fma1" : [ {
...
SWFURI:
"http://www.images.adobe.com/www.adobe.com/homepage/en_us/fma_rotation/fma1/a9_fma.swf
",
...
      ID:          "home-fma",
      WIDTH:       "1000",
      HEIGHT:      "300",
...
<div id="home-fma">
  <a href="/go/DNOWM"></a>
</div>
<script type="text/javascript">
...
    var props = new Object();
        props.swf = FMA.SWFURI;
        props.id = SWF.ID;
        props.w = SWF.WIDTH;
        props.h = SWF.HEIGHT;
...
    var swfo = new SWFObject( props );
    swfo.addParam("allowScriptAccess", "always");
...
</script>

```

Source: Line 69 - 467, Source code, HTML Document of webpage at URL <http://www.adobe.com/>.

Citation 10(4): 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. . . .

```
<embed src="moviename.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>
"
```

Citation 10(5): Macromedia Flash OBJECT and EMBED Tag Syntax,
http://kb2.adobe.com/cps/415/tn_4150.html.

"To add OBJECT and EMBED tags manually:

1. Copy the HTML code below and paste it into your HTML.

```
<OBJECT classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#vers
ion=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>
```

2. Edit the attributes of the tags for the movie.

- o Change the HEIGHT and WIDTH parameters to match the height and width of the movie dimensions or use percentage values, if desired.
- o Change "moviename.swf" where it appears in the OBJECT and EMBED tags to the name of

movie to be played.”

Citation 10(6): 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.”

Citation 10(7): 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.”

Citation 10(8): 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.”

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.

In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).

<p>11</p>	<p>The method of claim 1 where automatically invoking does not require interactive action by the user.</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 where automatically invoking does not require interactive action by the user. 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>



Source: Adobe, <http://www.adobe.com/>.

Citation 11(2): Flash User's Guide , p. 323 (instructing how to configure the FLVPlayback component).
“**autoPlay** Boolean value that determines how to play the FLV. If true, the FLV plays immediately when it is loaded. If false, loads the first frame and pauses. The default value is true.”

Citation 11(3): Presenting video with the Flash video component in Dreamweaver CS3,

		<p>http://www.adobe.com/devnet/flash/articles/flv_tutorial_03.html. "Select the Auto Play check box if you want the video to play automatically after the page loads. You need to ensure that the Auto Rewind check box is enabled if you want the video to return to the first frame after it completes."</p> <p>Citation 11(4): Flash CS4 Professional ActionScript 2.0, http://help.adobe.com/en_US/AS2LCR/Flash_10.0/help.html?content=00002620.html (describing Actionscript media component parameters for user with Flash, specifically the Media.autoPlay parameter which determines if media plays as soon as it has loaded).</p> <p>Citation 11(5): Setting the Insert Flash Video dialog box options, http://livedocs.adobe.com/dreamweaver/8/using/18_med39.htm (describing options in Dreamweaver for authoring streaming and progressive video, including the Auto Play option).</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>
12pre	The method of claim 1, wherein said executable application is a controllable application and	<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

	further comprising the step of:	<ul style="list-style-type: none">• 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>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 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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Source: Adobe, <http://www.adobe.com/>.

The screenshot shows a web browser window at the URL <http://www.adobe.com/products/flashplayer/>. The page features the Adobe logo and navigation links for Solutions, Products, Support, Communities, Company, Downloads, and Store. A video player is embedded on the page, displaying a red background with a bright light effect. A context menu is open over the video player, showing options such as Zoom In, Zoom Out, Show All, Quality, Play, Loop (checked), Rewind, Forward, Back, Print..., Settings..., and About Adobe Flash Player 10... Below the video player, the text reads "Gain unprecedented creative control with new express performance improvements in Adobe Flash Player 10". To the right of the video player, there is a sidebar with sections for "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" (Datasheet (PDF, 491KB), At a glance (PDF, 1.33MB)), "Flash Player documentation" (Enterprise deployment), and "SUPPORT".

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



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Source: Adobe, <http://www.adobe.com/>.



Source: Adobe, <http://www.adobe.com/>.

Citation 12pre(6): Flash Player Help, http://www.macromedia.com/support/documentation/en/flashplayer/help/settings_manager.html.

“What can I do with the Settings Manager? Adobe is committed to providing you with options to control

		<p>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 12pre(7): 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 12pre(8): 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> <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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12a

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.



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Source: Adobe, <http://www.adobe.com/>.

Citation 12a(4): FS Command: A Short Introduction, <http://www.moock.org/webdesign/flash/fscommand/index.html>. "For the purposes of this article, "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():

"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")."

Citation 12a(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."

Citation 12a(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.

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 the call.

This functionality replaces the fscommand() method."

Citation 12a(7): Adobe Flash Lite 2.x and 3.x Adobe ActionScript Language Reference, p. 19-20, *available at*
http://help.adobe.com/en_US/FlashLite/2.0_FlashLiteAPIReference2/flashlite_2.x_3.x_aslr.pdf.

"[Fsccommand2 l]ets the SWF file communicate with the Flash Lite player or a host application on a mobile device.

To use fsccommand2() to send a message to the Flash Lite player, you must use predefined commands and parameters. See the "fsccommand2 Commands" section under "ActionScript language elements" for the values you can specify for the fsccommand() function's commands and parameters. These values control SWF files that are playing in the Flash Lite player.

The fsccommand2() function is similar to the fsccommand() function, with the following differences . . . Flash Lite executes fsccommand2() immediately (in other words, within the frame), whereas fsccommand() is executed at the end of the frame being processed."

Citation 12a(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.

Use of ExternalInterface is recommended for JavaScript-ActionScript communication over the use of fsccommand(), CallFrame() and CallLabel().

From ActionScript, you can call any JavaScript function on the HTML page, passing any number of arguments of any data type, and receive a return value from the call.

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

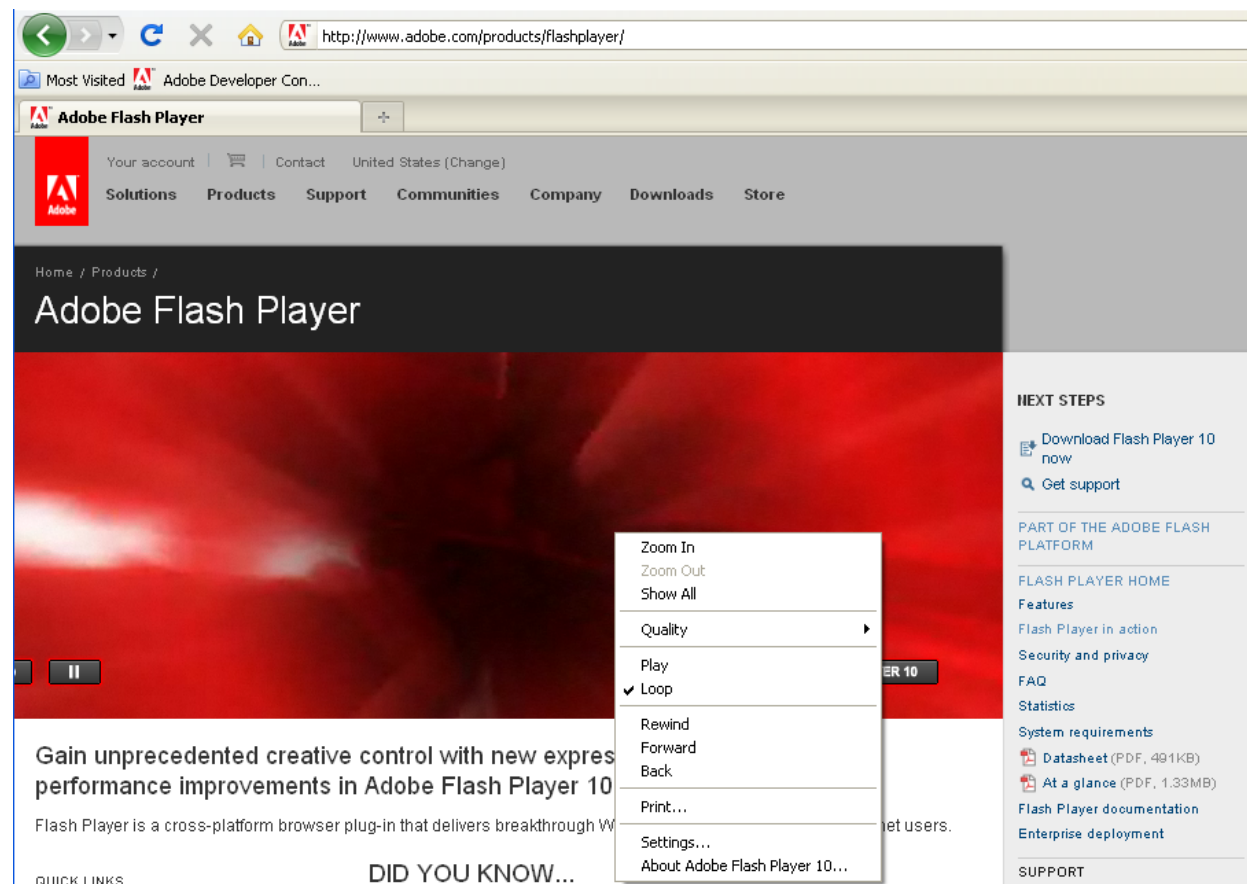
the call."

See also: Chris Grier et al., 1, How I Learned to Stop Worrying and Love Plugins, *available at* <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.").

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.

		<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>13</p>	<p>The method of claim 12, 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> <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 12, 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</p>

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.



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



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Source: Adobe, <http://www.adobe.com/>.

The screenshot shows the Adobe website for Flash Player. The main heading is "Adobe Flash Player in action". Below it, there's a video player showing a technical demonstration. A context menu is open over the video, listing various actions. To the right, a sidebar contains navigation links under categories like "NEXT STEPS", "PART OF THE ADOBE FLASH PLATFORM", "FLASH PLAYER HOME", "SUPPORT", and "LICENSING". The main content area features a quote from Antti Kupila, a creative developer, about using Pixel Bender in Flash Player 10 to create a levels filter.

Zoom In
Zoom Out
 Show All
Quality
Print...
Settings...
About Adobe Flash Player 10...

Antti Kupila
 Antti Kupila is a self-taught creative developer who works mainly with Adobe Flash Professional. Kupila recently worked in San Francisco at AKQA as a senior creative developer for clients including Nike Global sports marketing, Nike Women, McDonalds global, Nike Basketball. Before that he worked with Woo Agentur, Ving, Dollhouse Jeans, and Level Vodka. He now resides in Finland and focuses on freelance work and will be starting at Sid Lee in Amsterdam in November.

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."
 Antti Kupila
 Creative Developer

LINKS
<http://www.anttikupila.com/flash/pixel-bender-levels>

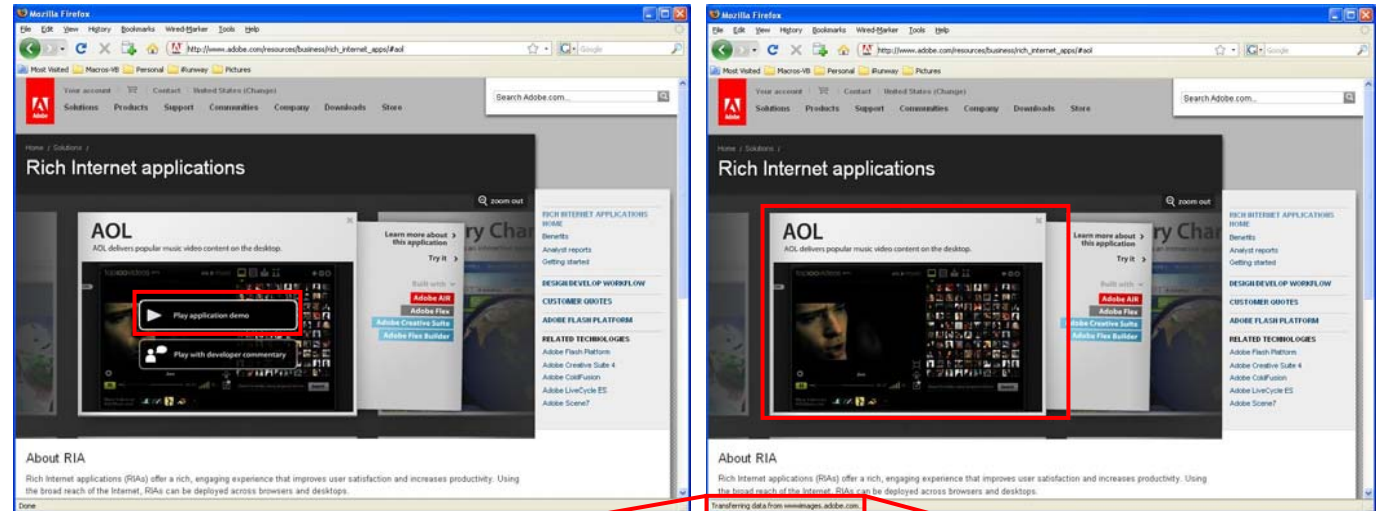
Want to experience the power of Adobe® Flash® Player software for yourself? This collection of sites shows you some of the innovative ways in which developers are creating rich, expressive content for Flash Player today.

Sidebar Navigation:
 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
 Datasheet (PDF, 491KB)
 At a glance (PDF, 1.33MB)
 Flash Player documentation
 Enterprise deployment
 SUPPORT
 Settings Manager
 Flash Player Support Center
 LICENSING
 EULA

Source: Adobe Flash Player: Flash Player in Action, <http://www.adobe.com/products/flashplayer/action/>.

		<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>
<p>14pre</p>	<p>The method of claim 13, 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>	<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</p>

13, wherein 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.



Transferring data from www.images.adobe.com...

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

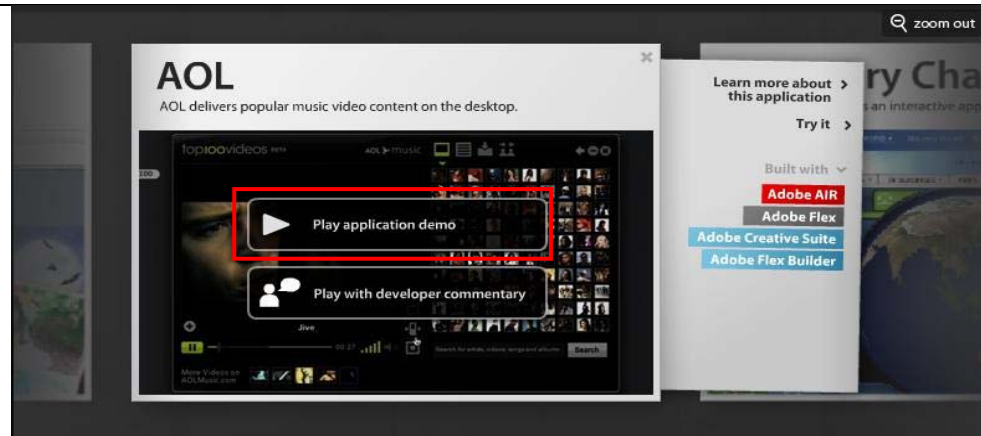
Citation 14pre(2): Dynamic Streaming on demand with Flash Media Server 3.5, http://www.adobe.com/devnet/flashmediaserver/articles/dynstream_on_demand.html. "Ideally, this bandwidth limit should be set to a value slightly above the maximum bit rate of the streams being sent. . . . This can either be set in Application.xml at the server or, better yet, set on the NetConnection

		<p>object from the client-side application, as the following examples show.”</p> <p>Citation 14pre(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 14pre(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 14pre(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 metrics, detailed tracking and reporting statistics, and a whole range of interactive features along with the video experience.”</p> <p>Citation 14pre(6): Flash Media Server, Client-server script interdependence,</p>
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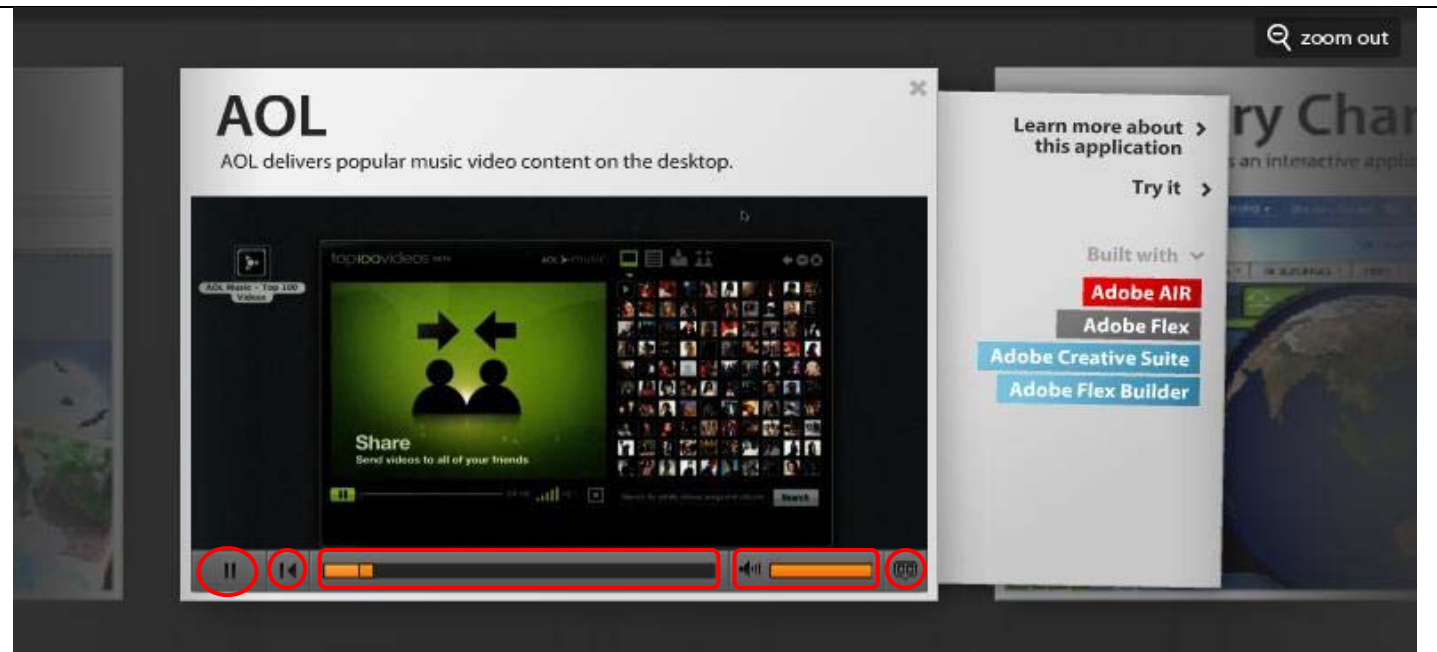
		<p>http://livedocs.adobe.com/fms/2/docs/00000107.html. "Because the client-side and server-side ActionScript code are part of the same application, they must work interdependently. One example of the interdependency between the client and server code is the server-side ActionScript call() method, which acts differently according to which object it is associated with--a client-side NetConnection object or a server-side Client object."</p> <p>Citation 14pre(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>
14a	issuing, from the client workstation, one or more commands to the network server;	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.

The screenshot shows a web browser window at <http://www.adobe.com/products/flashplayer/>. The page features the Adobe logo and navigation links: Solutions, Products, Support, Communities, Company, Downloads, and Store. The main heading is "Adobe Flash Player". Below the heading is a video player with a red background. A context menu is open over the video player, listing options: Zoom In, Zoom Out, Show All, Quality, Play, Loop (checked), Rewind, Forward, Back, Print..., Settings..., and About Adobe Flash Player 10... To the right of the video player is a sidebar with sections: 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 (Datasheet (PDF, 491KB), At a glance (PDF, 1.33MB)), Flash Player documentation, Enterprise deployment, and SUPPORT.

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



Source: Adobe - Rich Internet Applications,
http://www.adobe.com/resources/business/rich_internet_apps/#aol.



Source: Adobe - Rich Internet Applications, http://www.adobe.com/resources/business/rich_internet_apps/#aol.

Citation 14a(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."

Citation 14a(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).

Citation 14a(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."

Citation 14a(7): Adobe Flash Media Server 3.5, Developer Guide, p. 47, available at 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."

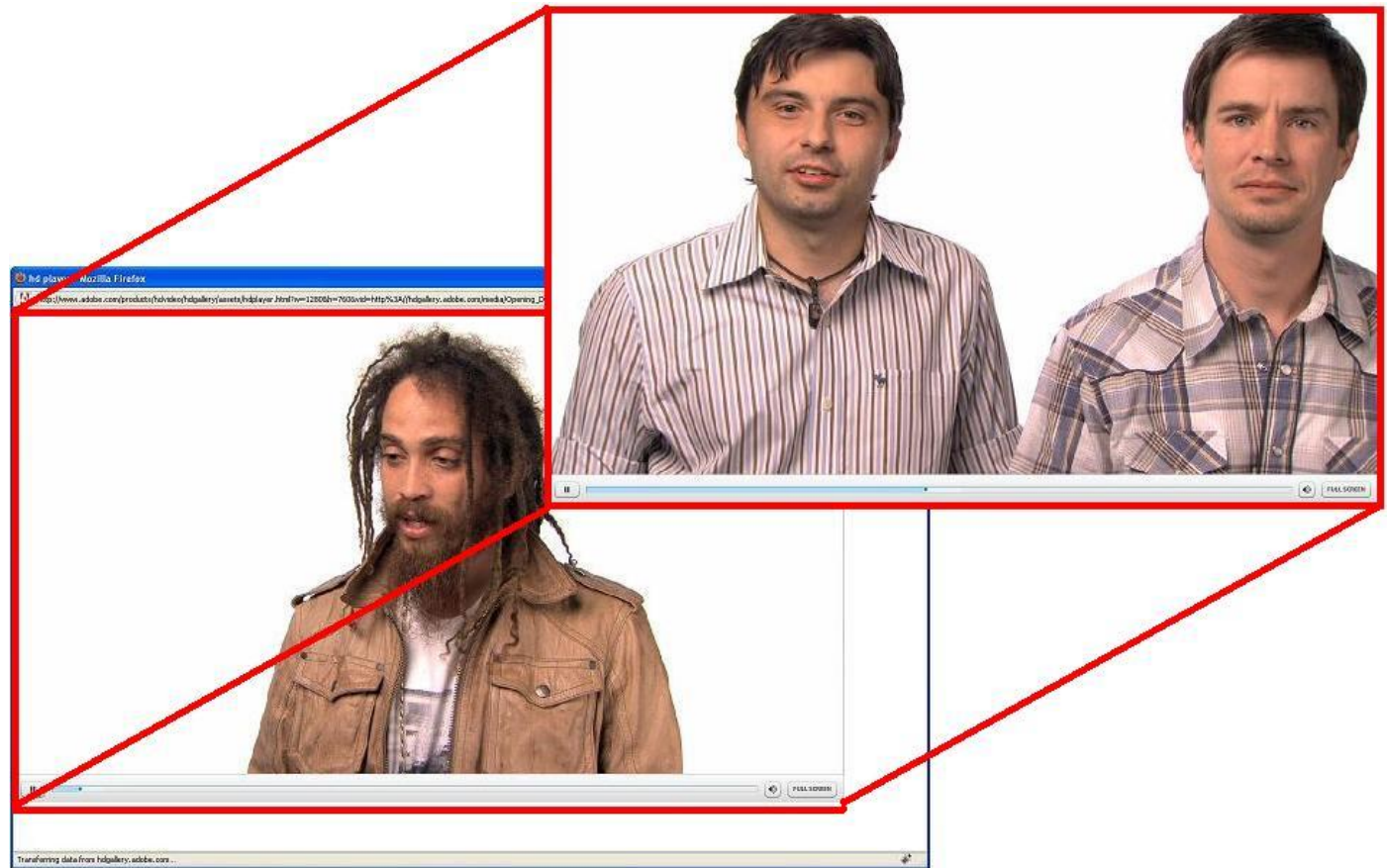
Citation 14a(8): Adobe Flash Media Server 3.5, Developer Guide, p. 48, available at http://help.adobe.com/en_US/FlashMediaServer/3.5_Deving/flashmediaserver_3.5_dev_guide.pdf.

(instructing how to create an application to detect bandwidth) "Create an ActionScript 3.0 class that handles events and calls bandwidth detection on the server. It must implement the onBWCheck and onBWDone functions: [code provided.]

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>Citation 14a(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 14a(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. 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 14a(11): 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 14a(12): Creating Data-driven application prototypes with Dreamweaver and Flash, http://www.adobe.com/devnet/dreamweaver/articles/dreamweaver_flash_prototype_04.html. “The</p>
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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.”

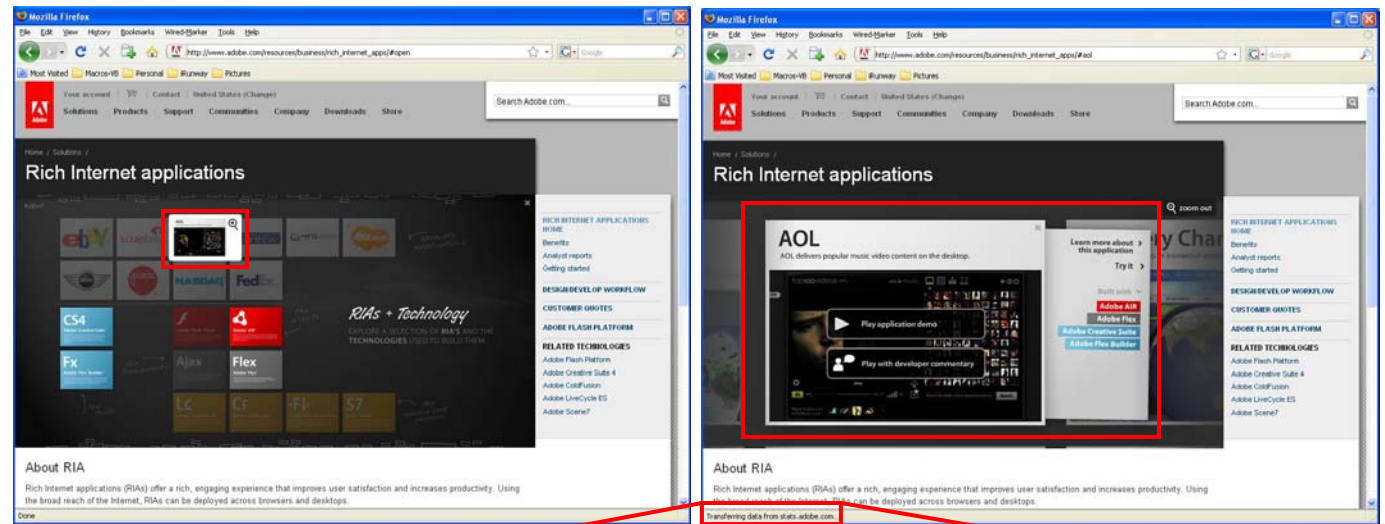


Source: Adobe Developer Video, available at <http://www.adobe.com/products/hdvideo/hdgallery/>.

See also the evidence cited in the flash-based infringement charts for Adobe (and the flash-based

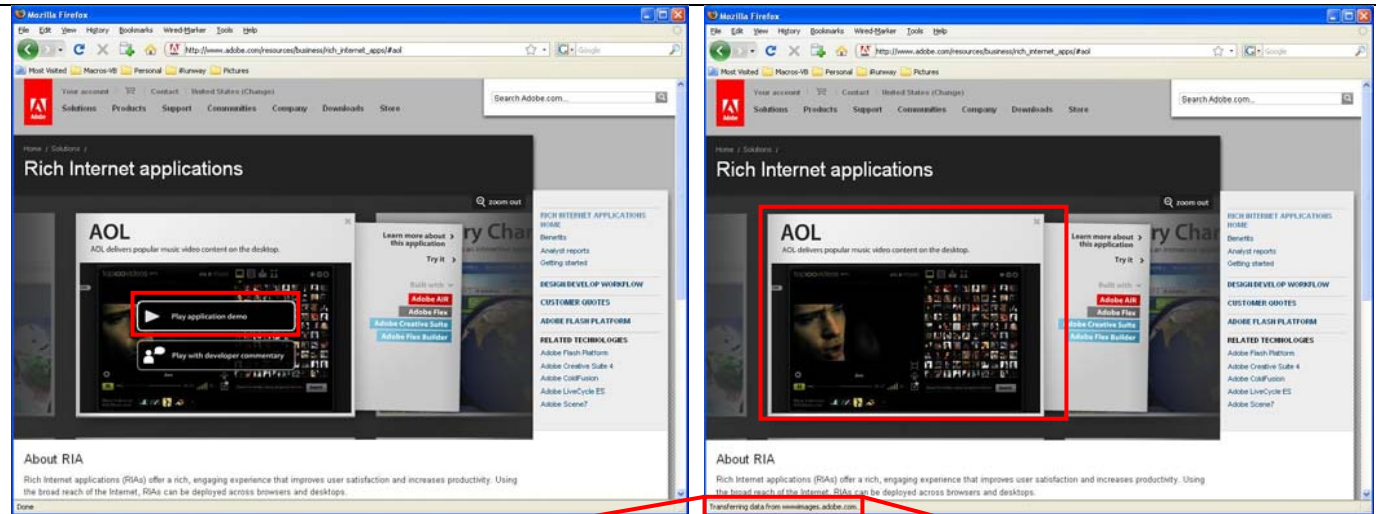
		<p><i>infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
<p>14b</p>	<p>executing, on the network server, one or more 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>Citation 14b(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 14b(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>

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."



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



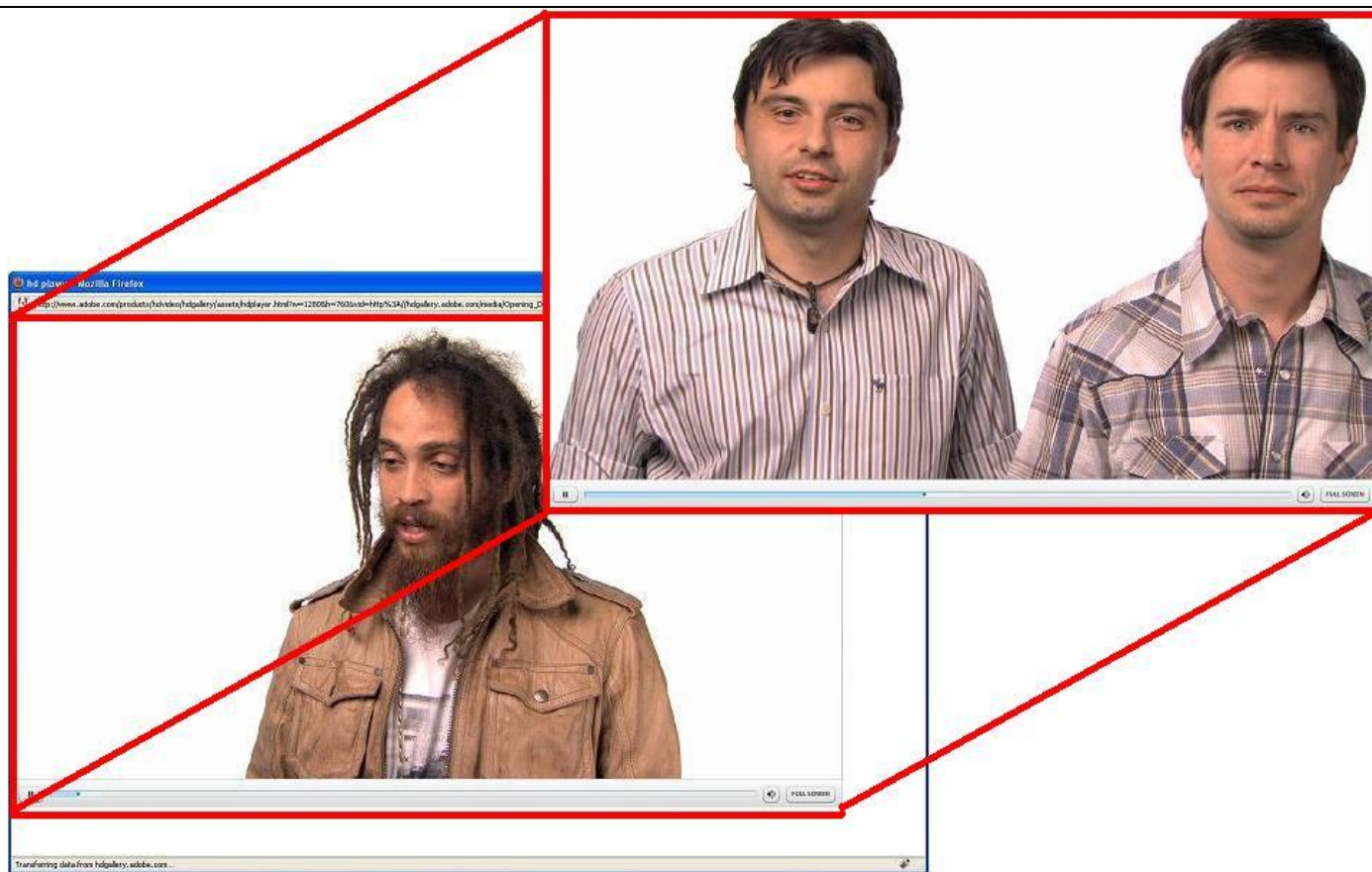
Transferring data from www.images.adobe.com...

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

Citation 14b(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."

Citation 14b(6): Adobe Flash Media Server 3.5, Developer Guide, p. 48, available at

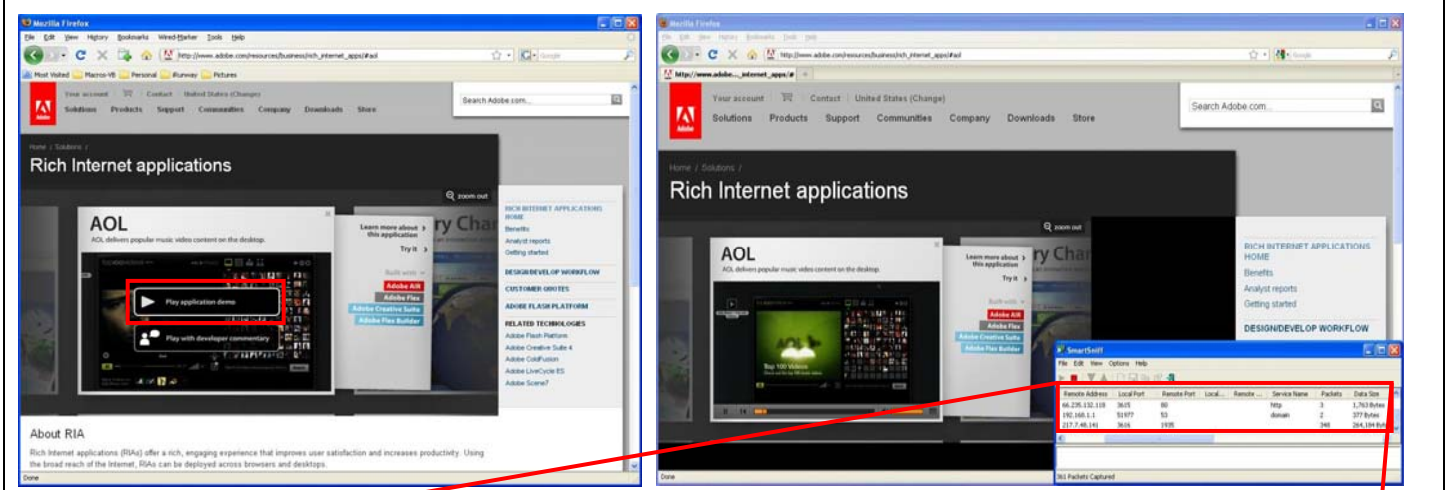
		<p>http://help.adobe.com/en_US/FlashMediaServer/3.5_Deving/flashmediaserver_3.5_dev_guide.pdf</p> <p>(instructing how to create an application to detect bandwidth by calling from the client to the server). “Create an ActionScript 3.0 class that handles events and calls bandwidth detection on the server. It must implement the onBWCheck and onBWDone functions: [code provided].</p> <p>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>
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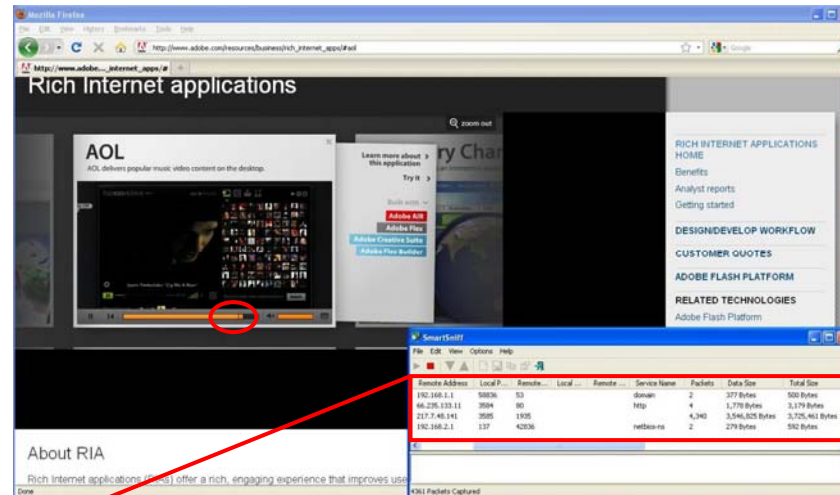
Source: Adobe Developer Video, available at <http://www.adobe.com/products/hdvideo/hdgallery/>.

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.

In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).

<p>14c</p>	<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>  <table border="1" data-bbox="735 1088 1974 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) Adobe - Rich Internet applications, http://www.adobe.com/resources/business/rich_internet_apps/#aol. 2) SmartSniff, a network monitoring utility for capturing TCP/IP packets transferred between client 	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																											
192.168.1.1	51977	53			domain	2	377 Bytes																											
217.7.48.141	3616	1935				348	264,184 Bytes																											

workstation and network server.



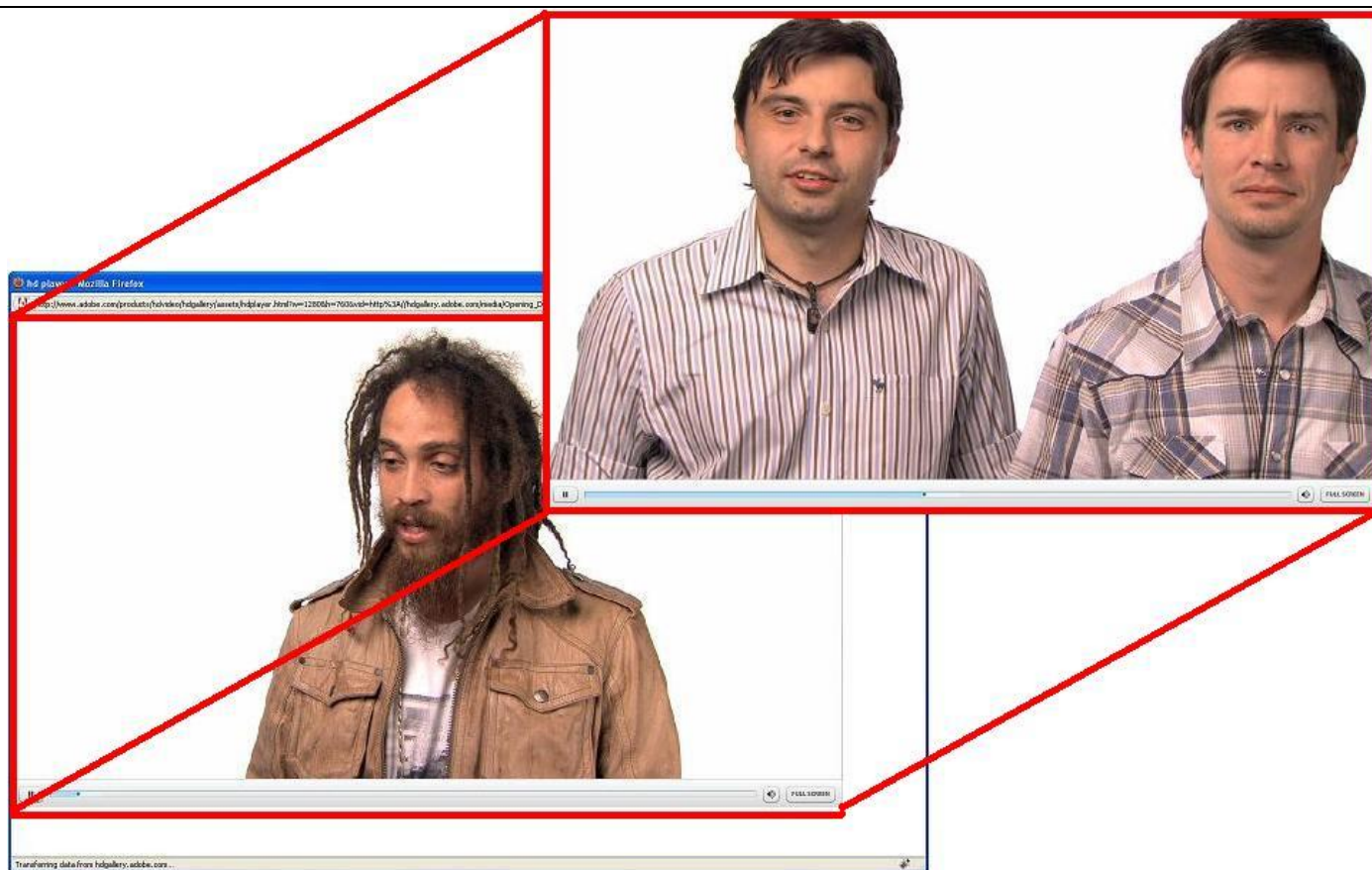
Remote Address	Local P...	Remote...	Local ...	Remote ...	Service Name	Packets	Data Size	Total Size
192.168.1.1	58836	53			domain	2	377 Bytes	500 Bytes
66.235.133.11	3584	80			http	4	1,778 Bytes	3,179 Bytes
217.7.48.141	3585	1935				4,340	3,546,825 Bytes	3,725,461 Bytes
192.168.2.1	137	42836			netbios-ns	2	279 Bytes	592 Bytes

Sources:

- 1) Adobe - Rich Internet applications, 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.

Citation 14c(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

		<p>(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 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 14c(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 14c(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>
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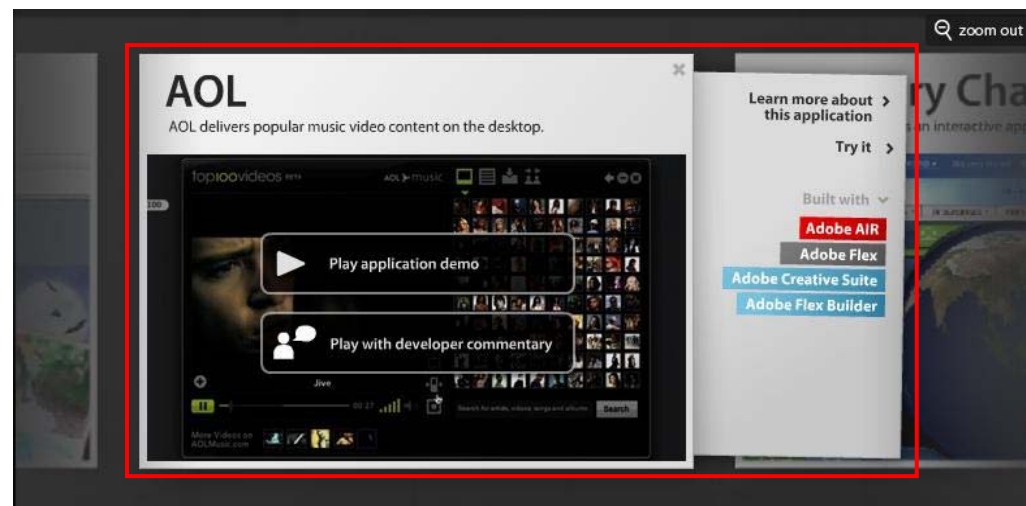
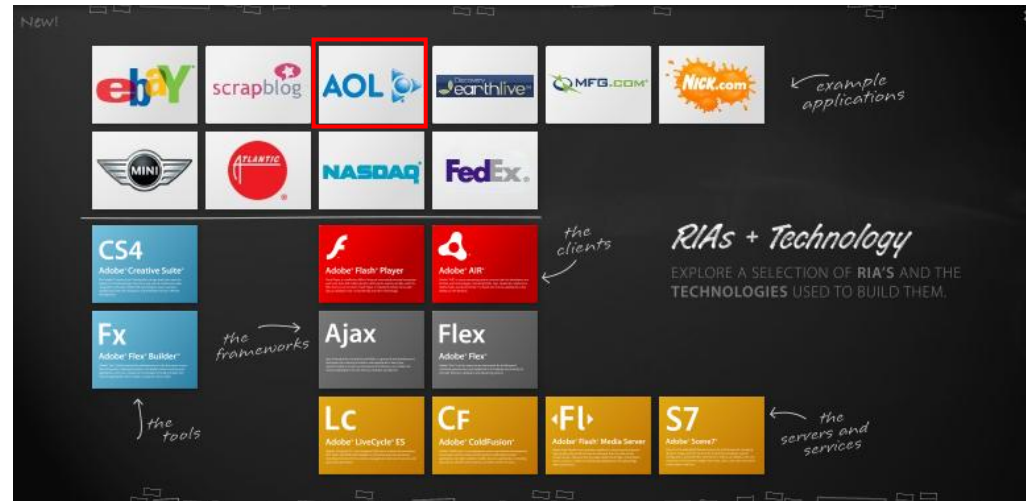
Source: Adobe Developer Video, available at <http://www.adobe.com/products/hdvideo/hdgallery/>.

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.

In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).

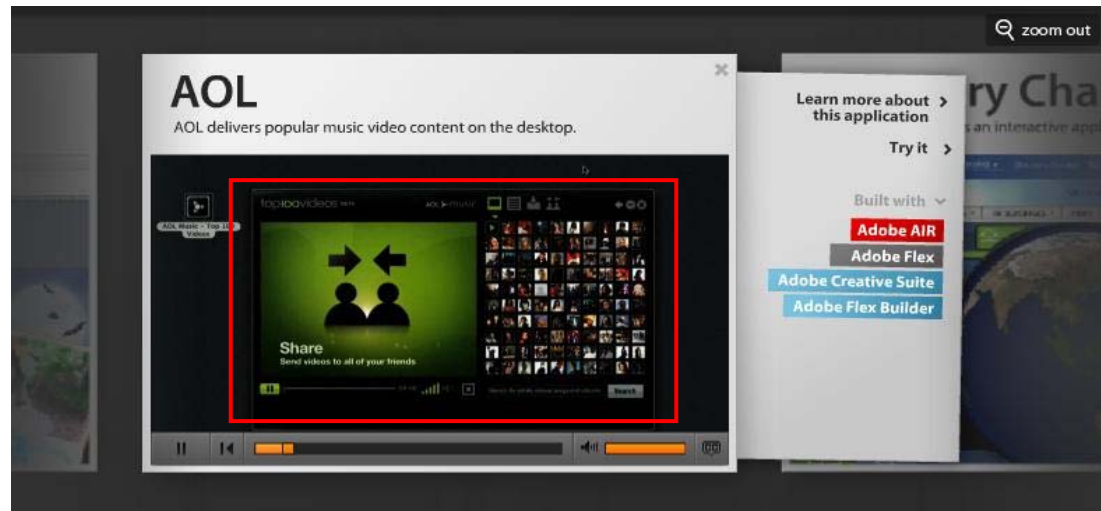
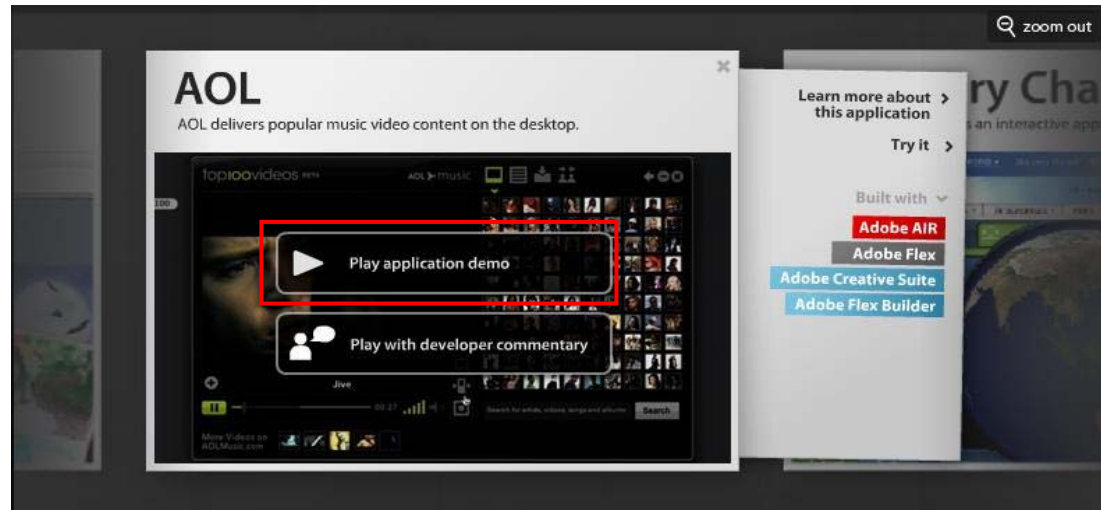
<p>14d</p>	<p>and processing said information at the client workstation to interactively control said controllable application.</p>	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting the Flash authoring tools (and/or the combination thereof) process 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>The advertisement features three product boxes on the left: '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 context menu is overlaid on the advertisement, listing options: 'Zoom In', 'Zoom Out', 'Show All' (checked), 'Quality', 'Print...', 'Settings...', and 'About Adobe Flash Player 9...'. A 'Replay' button with a circular arrow icon is visible in the bottom right of the advertisement area.</p>  <p>A close-up view of the Adobe Acrobat 9 Pro Extended product box, showing the colorful, wavy design and the Adobe logo.</p> <p>ADOBE® ACROBAT® 9 Give your ideas a competitiv</p> <p>Learn more ></p>
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Source: Adobe, <http://www.adobe.com/>.



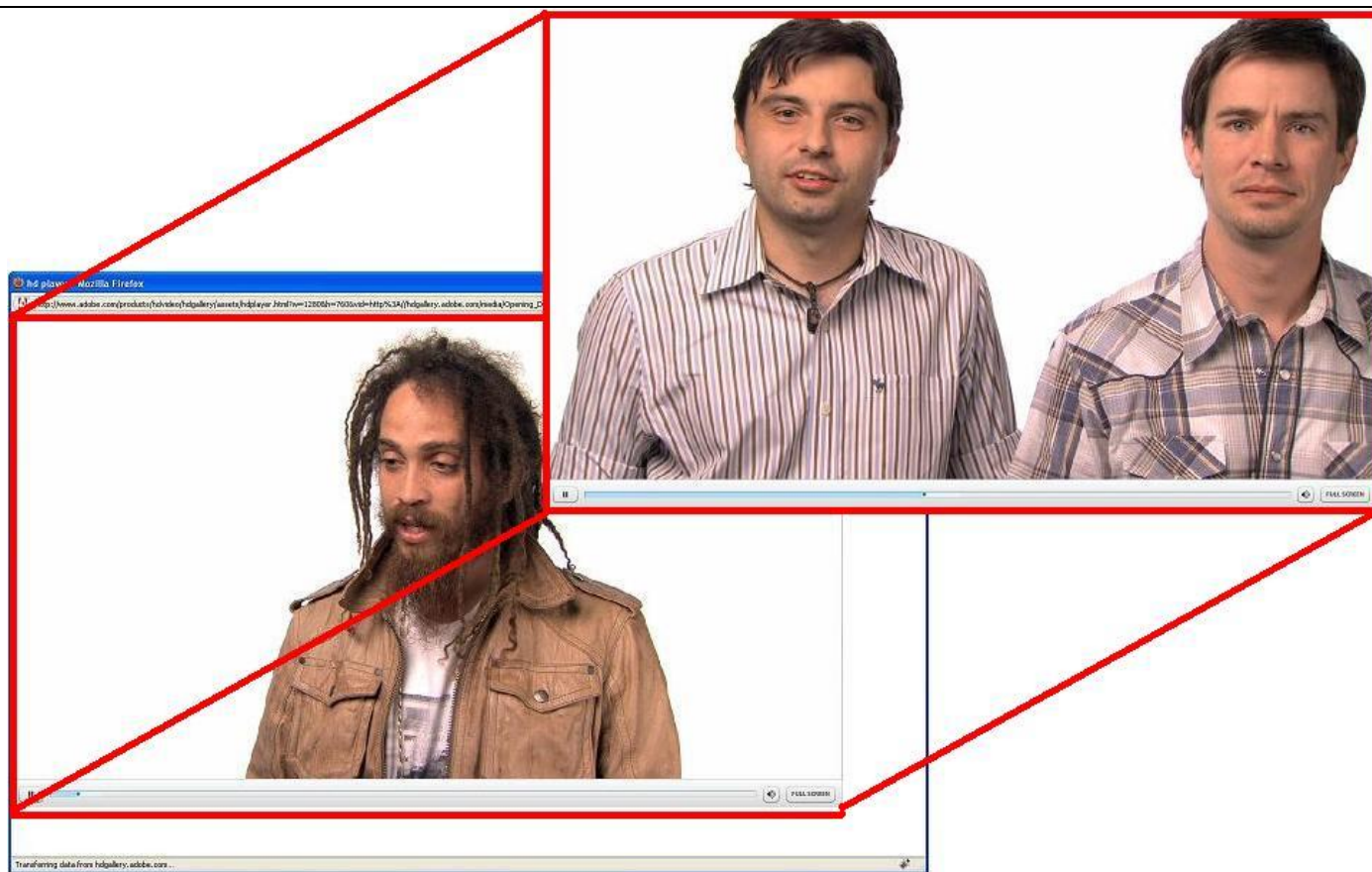
Source: Adobe - Rich Internet applications,

http://www.adobe.com/resources/business/rich_internet_apps/#aol.



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

		<p>Citation 14d(4): Adobe Flash Media Server 3.5, Developer Guide, p. 49, available at http://help.adobe.com/en_US/FlashMediaServer/3.5_Deiving/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 14d(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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Source: Adobe Developer Video, available at <http://www.adobe.com/products/hdvideo/hdgallery/>.

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.

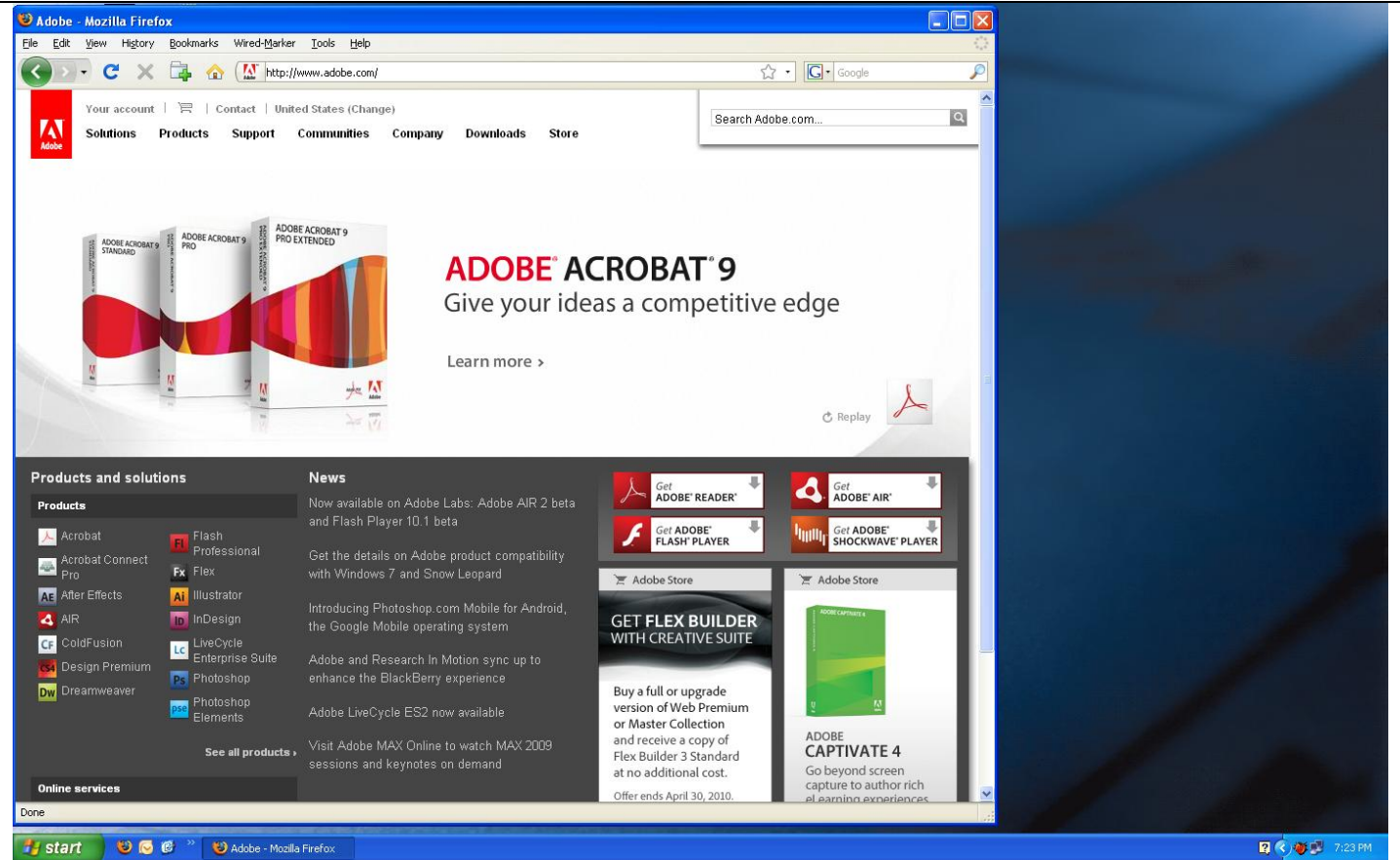
In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).

<p>15</p>	<p>The method of claim 14, wherein said additional instructions for controlling said controllable application reside on said client workstation.</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 14, 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>

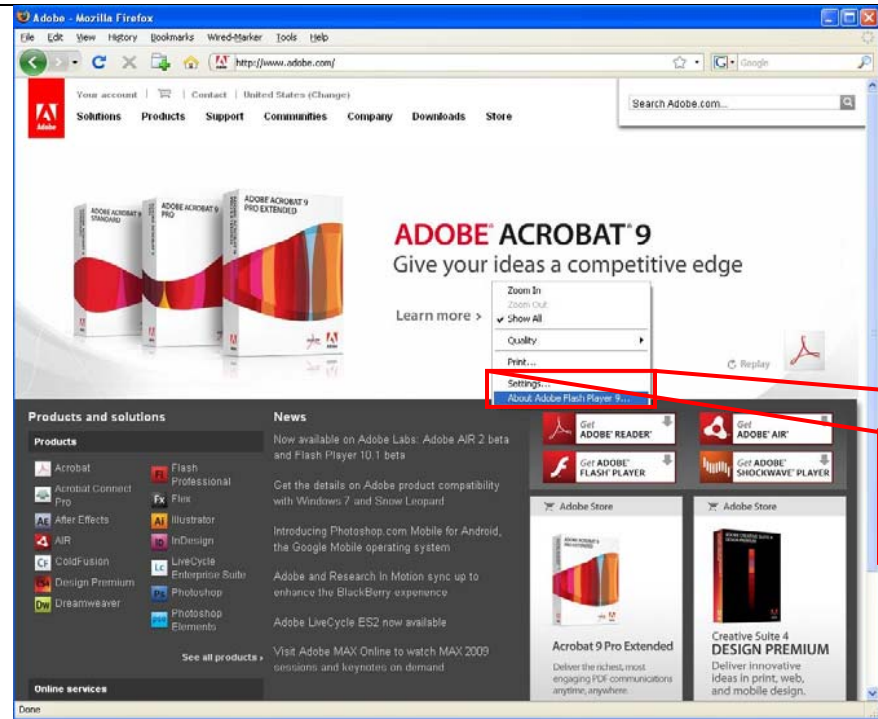
		<p>Citation 15(1): Dynamic Streaming on demand with Flash Media Server 3.5, http://www.adobe.com/devnet/flashmediaserver/articles/dynstream_on_demand.html. “Ideally, this bandwidth limit should be set to a value slightly above the maximum bit rate of the streams being sent. . . . This can either be set 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 15(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 15(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. 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 15(4): Top-level classes -- Flash CS3, http://livedocs.adobe.com/flash/9.0/main/00000803.htm (explaining how to set the options for the 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>
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		<p>Citation 15(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 15(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>
16pre	One or more computer readable media encoded with software comprising computer executable	<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

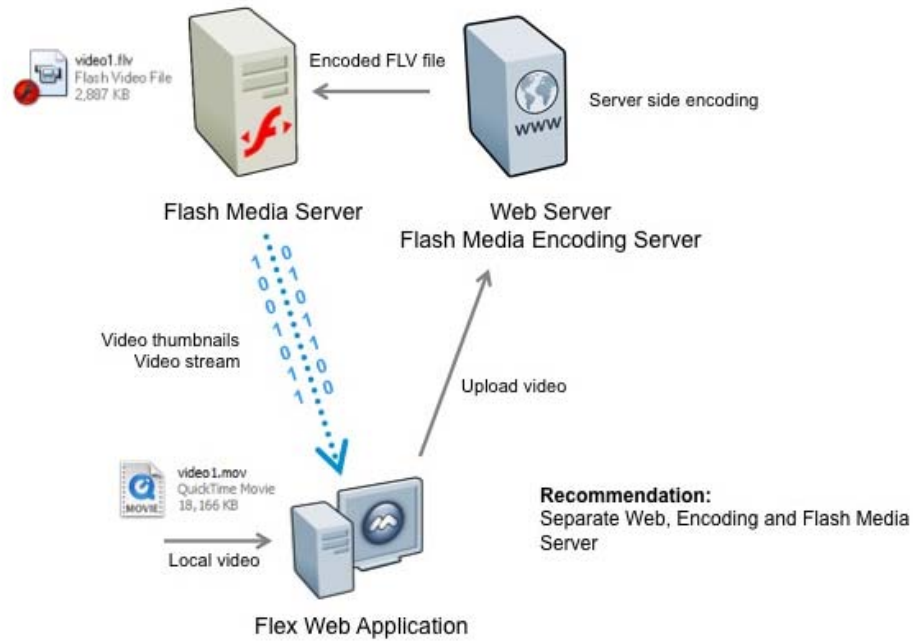
<p>instructions, for use in a distributed hypermedia network environment, wherein the network environment comprises at least one client workstation and one network server coupled to the network environment, and when the software is executed operable to:</p>	<ul style="list-style-type: none"> • Creative 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 exist on one or more computer readable media (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Flash authoring tools, the hard-disk/volatile memory of the server from which the Flash authoring tools are hosted, etc.). The computer readable media is encoded with software comprising computer executable instructions, for use in a distributed hypermedia network environment, wherein the network environment comprises at least one client workstation and one network server coupled to the network environment, and when the software is executed operable to perform the elements set forth below.</p>
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Source: Adobe, <http://www.adobe.com/>.

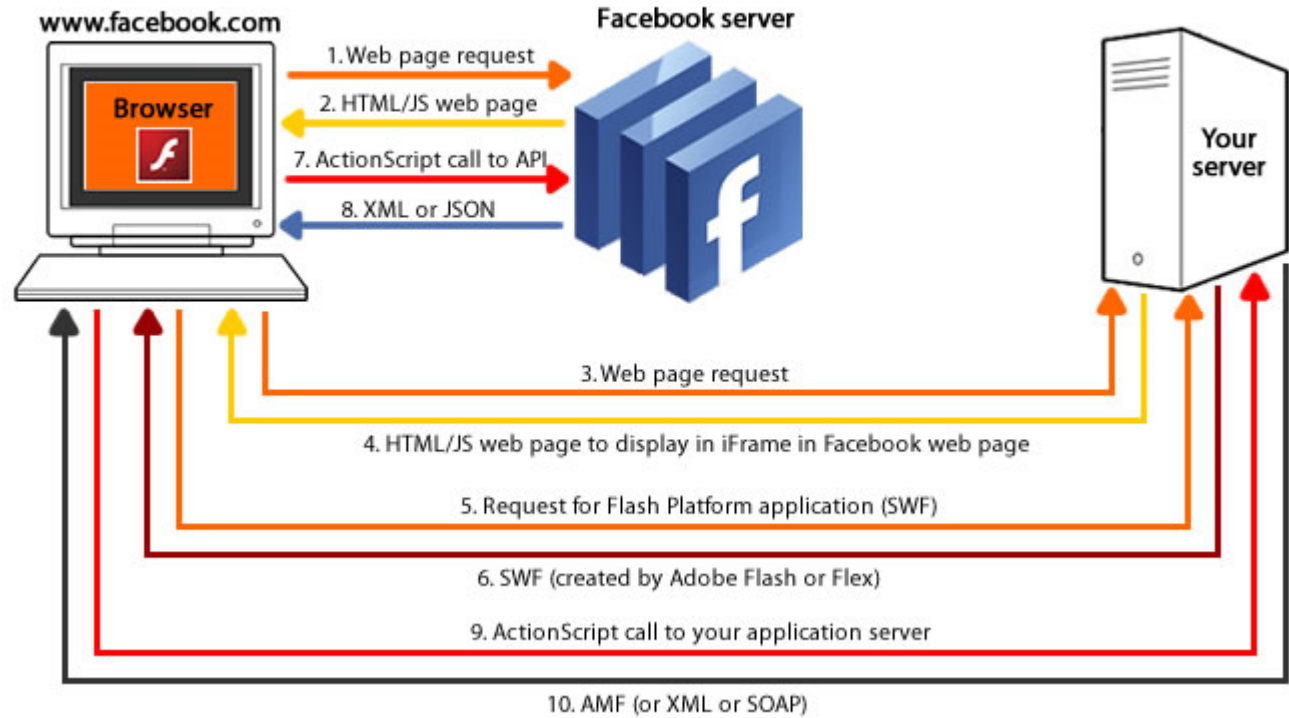


Source: Adobe, <http://www.adobe.com/>.

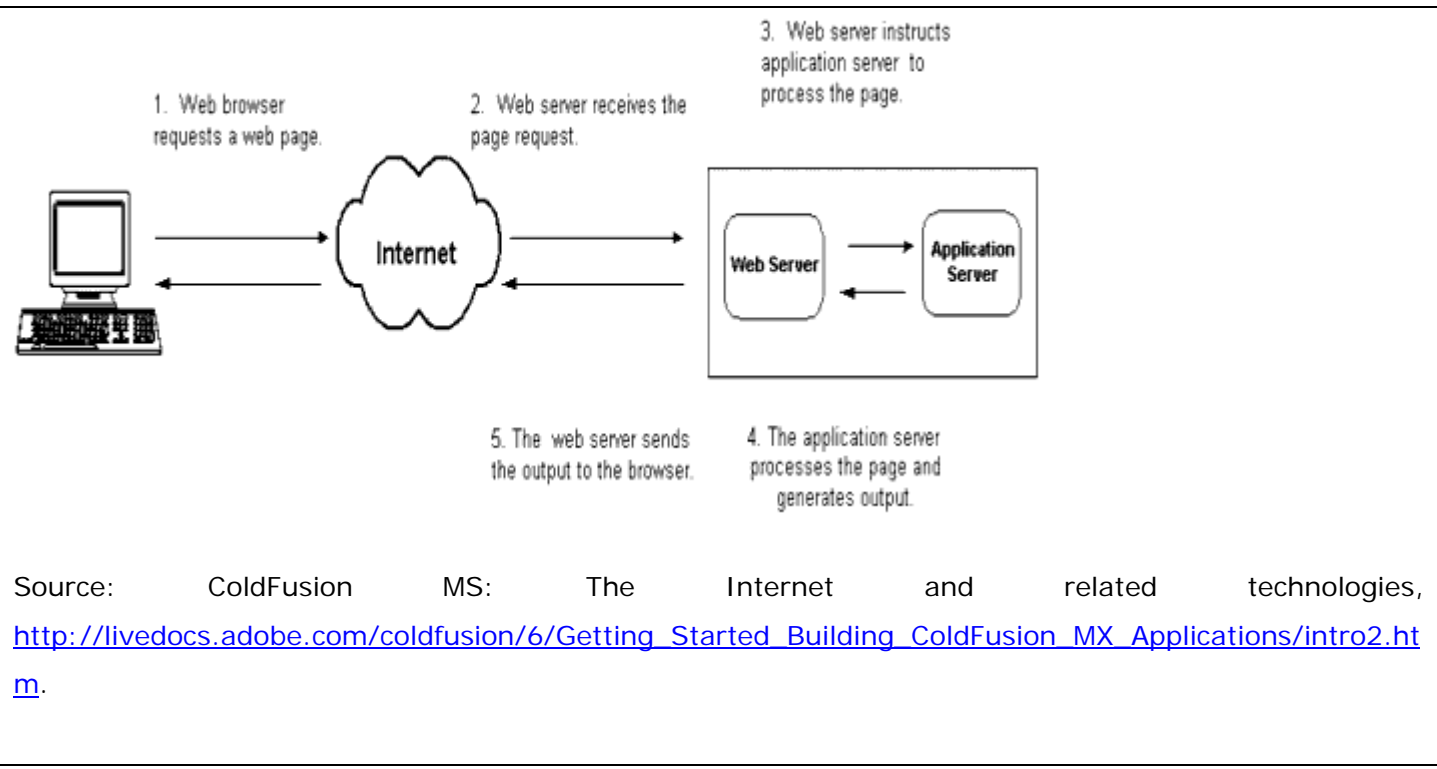


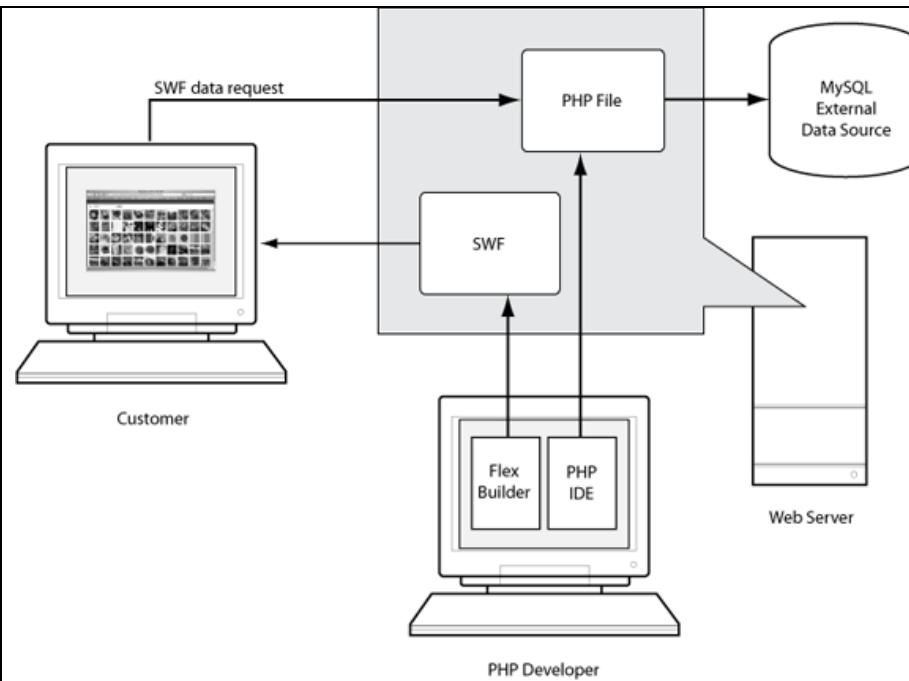
Source: Creating a video sharing web application using Flex, Flash Media Server, and Flash Media Server,
http://www.adobe.com/devnet/flashmediaserver/articles/video_sharing_web_app.html.

Architecture of a Flash iFrame Facebook application



Source: Understanding the architecture of applications built on the Facebook and Flash Platforms, http://www.adobe.com/devnet/facebook/articles/facebook_architecture_overview_04.html.





Source: Flex and PHP, <http://learn.adobe.com/wiki/display/Flex/Flex+and+PHP> (“PHP applications usually use HTML and JavaScript client-side technologies to render their user-interfaces. Since Flex is rendered in the browser and can integrate easily with PHP on the server-side, it is a perfect choice for more dynamic UI interfaces for PHP.”)

Citation 16pre(7): Adobe Flash Platform Speeds Web Innovation Across Desktops and Devices, p. 3, available at <http://www.adobe.com/aboutadobe/pressroom/pressreleases/pdfs/200910/100509FlashPlatformUmbrella.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.”

Citation 16pre(8): 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.”

Citation 16pre(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 interface for Internet applications.

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.

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.”

Citation 16pre(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

		<p>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 style="padding-left: 40px;">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, 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>
16a	receive, at the client workstation from the network server over the network environment, at	The Adobe Flash authoring tools exist on one or more computer readable media (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Flash authoring tools, the hard-disk/volatile memory of the server from which the Flash authoring tools are hosted, etc.). The computer readable media is encoded with software to receive, at the client workstation from the network server over the network environment, at least one file containing information to enable a browser application to display

	<p>least one file containing information to enable a browser application to display at least a portion of a distributed hypermedia document within a browser-controlled window;</p>	<p>at least a portion of a distributed hypermedia document within a browser-controlled window.</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>
<p>16b</p>	<p>cause the client workstation to utilize the browser to: respond to text formats to initiate processing specified by the text formats;</p>	<p>The Adobe Flash authoring tools exist on one or more computer readable media (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Flash authoring tools, the hard-disk/volatile memory of the server from which the Flash authoring tools are hosted, etc.). The computer readable media is encoded with software to cause the client workstation to utilize the browser to respond to text formats to initiate processing specified by the 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>

16c	display at least a portion of the document within the browser-controlled window;	<p>The Adobe Flash authoring tools exist on one or more computer readable media (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Flash authoring tools, the hard-disk/volatile memory of the server from which the Flash authoring tools are hosted, etc.). The computer readable media is encoded with software to display at least a portion of the document within the browser-controlled window.</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>
16d	identify an embed text format corresponding to a first location in the document, the embed text format specifying the location of at least a portion of an object external to the file, with the object	<p>The Adobe Flash authoring tools exist on one or more computer readable media (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Flash authoring tools, the hard-disk/volatile memory of the server from which the Flash authoring tools are hosted, etc.). The computer readable media is encoded with software to identify an embed text format corresponding to a first location in the document, the embed text format specifying the location of at least a portion of an object external to the file, with the object having type information associated with it.</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>

	having type information associated with it;	In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).
16e	utilize the type information to identify and locate an executable application external to the file; and	<p>The Adobe Flash authoring tools exist on one or more computer readable media (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Flash authoring tools, the hard-disk/volatile memory of the server from which the Flash authoring tools are hosted, etc.). The computer readable media is encoded with software to utilize the type information to identify and locate an executable application external to the file.</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>
16f	automatically invoke the executable application, in response to the identifying of the embed text format, to execute on the client workstation in	The Adobe Flash authoring tools exist on one or more computer readable media (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Flash authoring tools, the hard-disk/volatile memory of the server from which the Flash authoring tools are hosted, etc.). The computer readable media is encoded with software to automatically invoke the executable application, in response to the identifying of the embed text format, to execute on the client workstation in order to display the object and enable an end-user to directly interact with the object while the object is being displayed within a display area created at the first location within the portion of the hypermedia document being displayed in the browser-controlled window.

	<p>order to display the object and enable an end-user to directly interact with the object while the object is being displayed within a display area created at the first location within the portion of the hypermedia document being displayed in the browser-controlled window.</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>
<p>17</p>	<p>The computer readable media of claim 16 where: the information to enable comprises text formats.</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

and any other tools used to create flash or similar content.

For example, the Adobe Flash authoring tools are computer readable media of claim 16 wherein the information to enable comprises text formats.

See the evidence and information cited for claim 2 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.

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):

- Flash Player
- Flash Player 10.1
- Flash Player for Pocket PC
- Flash Lite
- Shockwave

and any other players used to display flash or similar content.

<p>18</p>	<p>The computer readable media of claim 17 where: the text formats are HTML tags.</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 readable media of claim 17 wherein the text formats are HTML tags.</p> <p><i>See the evidence and information cited for claim 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</p>
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		<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>
<p>19</p>	<p>The computer readable media of claim 16 where: the information contained in the file received comprises at least one embed text format.</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 readable media of claim 16 wherein the information contained in the file received comprises at least one embed text format.</p> <p><i>See the evidence and information cited for claim 4 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>
20pre	<p>A method of serving digital information in a computer network environment having a network server coupled the network environment, and</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

	<p>where the network environment is a distributed hypermedia environment, the method comprising:</p>	<ul style="list-style-type: none"> • 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) operate in an environment where digital information is served in a computer network environment having a network server coupled the network environment, and where the 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 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, 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>
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		<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>
20a	<p>communicating via the network server with at least one client workstation over said network in order to cause said client workstation to:</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) communicate via the network server with at least one client workstation over said network. 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>

Adobe - Mozilla Firefox

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- Photoshop Elements

News

- Now available on Adobe Labs: Adobe AIR 2 beta and Flash Player 10.1 beta
- Get the details on Adobe product compatibility with Windows 7 and Snow Leopard
- Introducing Photoshop.com Mobile for Android, the Google Mobile operating system
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- Adobe LiveCycle ES2 now available
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Adobe - Mozilla Firefox

7:23 PM

Source: Adobe, <http://www.adobe.com/>.

```
C:\WINDOWS\system32\cmd.exe

C:\Documents and Settings\Test_Machine>ipconfig

Windows IP Configuration

Ethernet adapter Local Area Connection:

    Connection-specific DNS Suffix . : Belkin
    IP Address . . . . . : 192.168.2.24
    Subnet Mask . . . . . : 255.255.255.0
    Default Gateway . . . . . : 192.168.2.1

C:\Documents and Settings\Test_Machine>
```

Source: Command "ipconfig", Command Prompt window.

Citation 20a(3): IP address (192.150.18.60) of server hosting www.adobe.com.

```
C:\WINDOWS\system32\cmd.exe

C:\Documents and Settings\Test_Machine>ping www.adobe.com

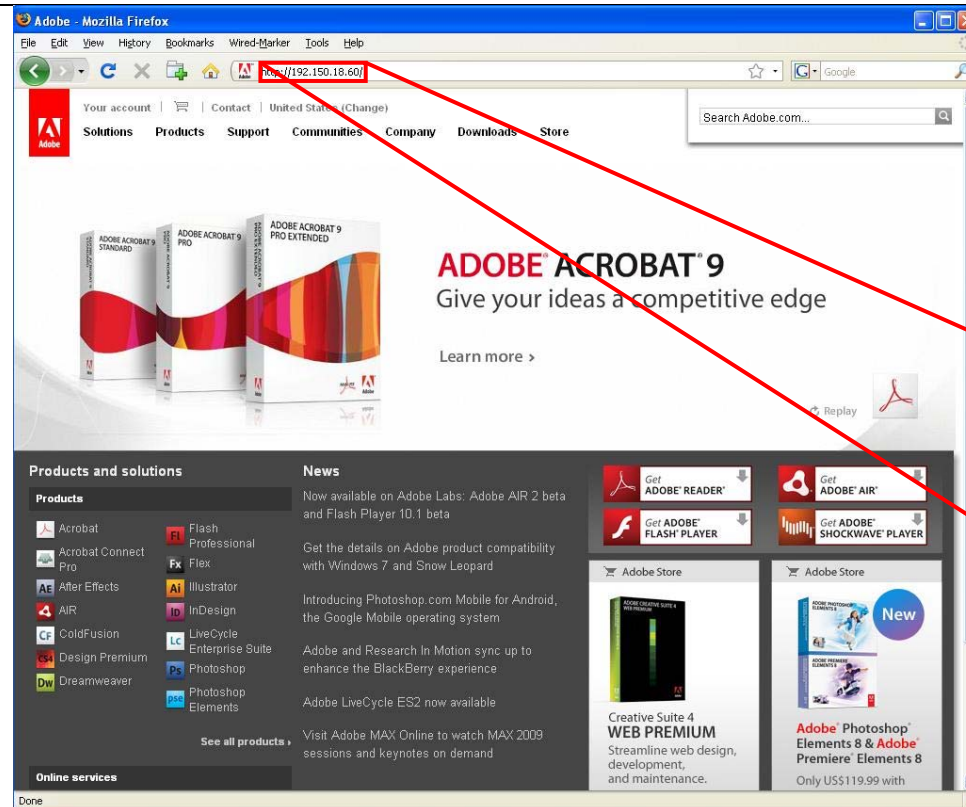
Pinging www.adobe.com [192.150.18.60] with 32 bytes of data:

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

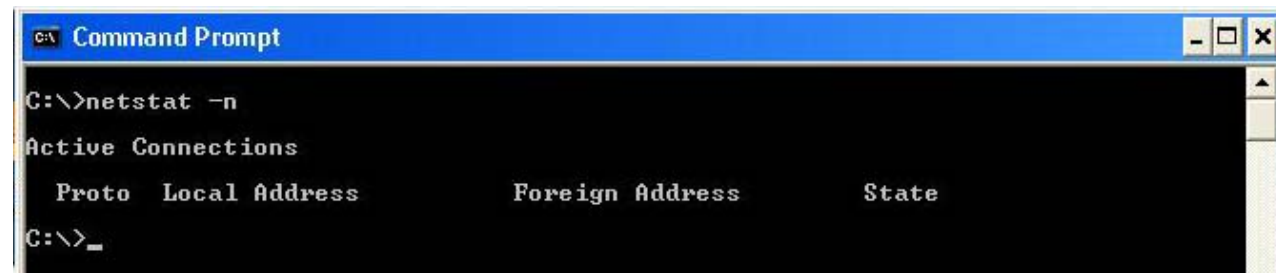
Ping statistics for 192.150.18.60:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 247ms, Maximum = 250ms, Average = 248ms

C:\Documents and Settings\Test_Machine>
```

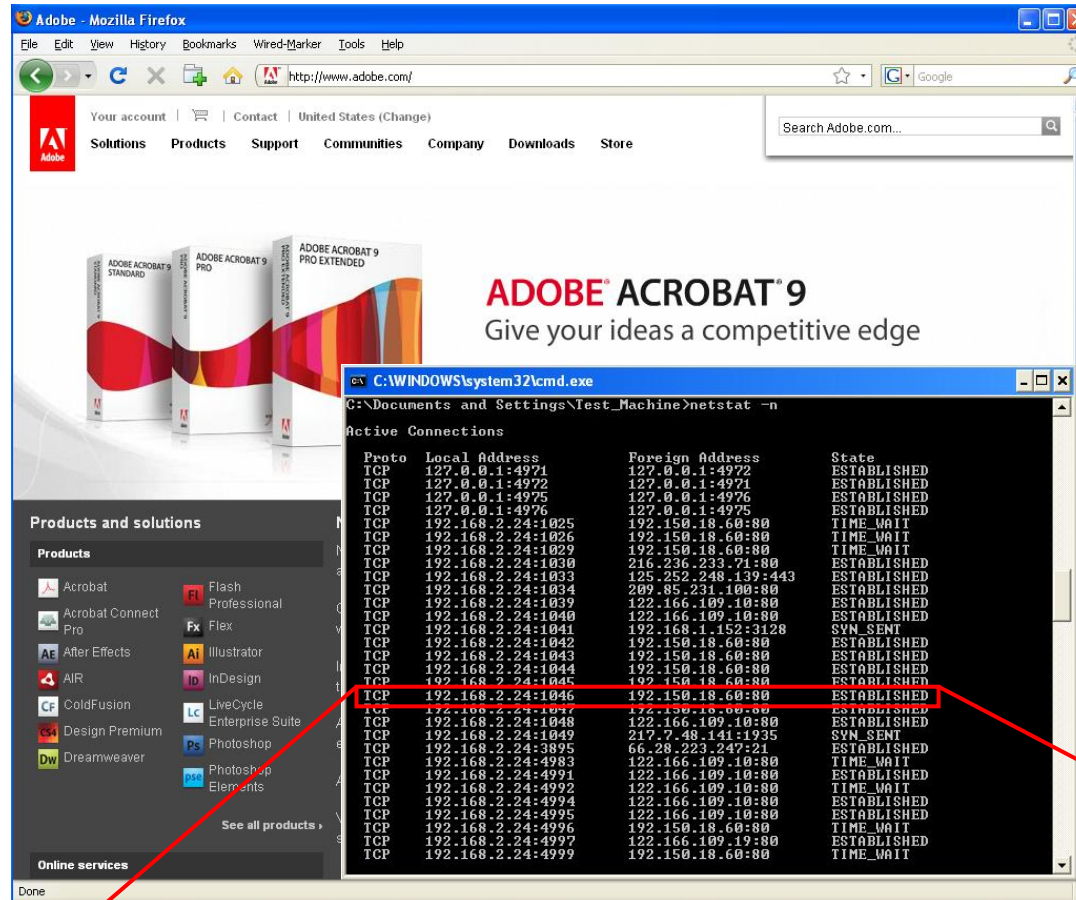
Source: Command "ping www.adobe.com", Command Prompt window.



Source: <http://192.150.18.60/>.



Source: Command "netstat -n", Command Prompt window.



TCP 192.168.2.24:1046 192.150.18.60:80 ESTABLISHED

Source: Command "netstat -n", Command Prompt window, www.adobe.com

Visual IP Trace

File Options Help

Address: Enter an address or IP to trace

Start trace Batch tracing Save trace

Trial version (9 of 15 days)

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My Traces: [www.adobe.com](#)

San Jose, California, USA

Trace Progress

Name & Location Information

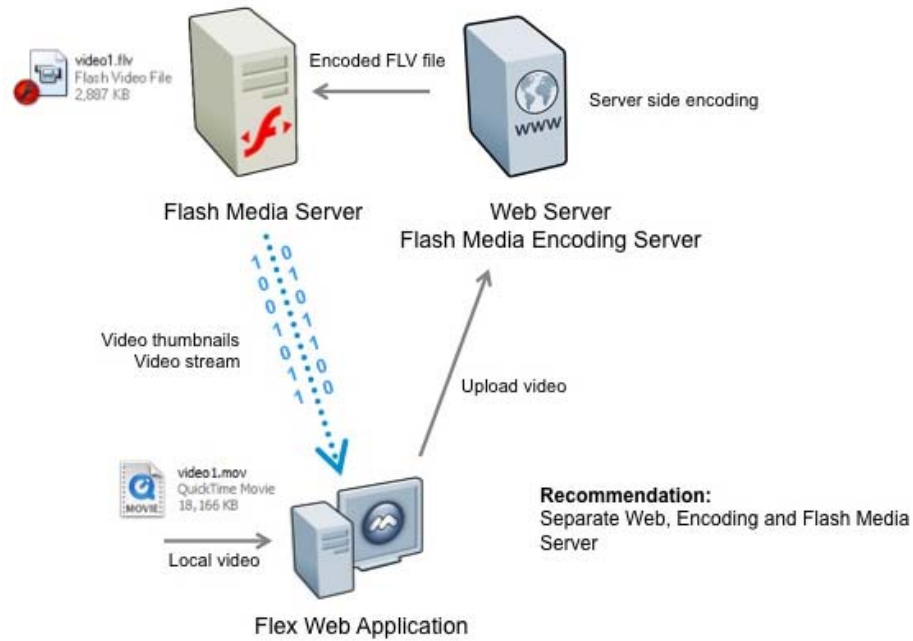
Trace Address: www.adobe.com
Location: San Jose, California, USA
Traced IP: 192.150.18.60
Fully Qualified Name: www.adobe.com
Full IP list: 192.150.18.60

Route to Sender

#	Hop Name	Location	Network
10	po-2.r02.snjstca04.us.ce.gin.ntt.net	San Jose, CA, USA	NTT America, Inc.
11	te-5-3.r02.snjstca04.us.ce.gin.ntt.net	San Jose, CA, USA	NTT America, Inc.
12		San Jose, USA	Adobe Systems Inc.
14		San Jose, California, USA	Adobe Systems Inc.
14		San Jose, California, USA	Adobe Systems Inc.

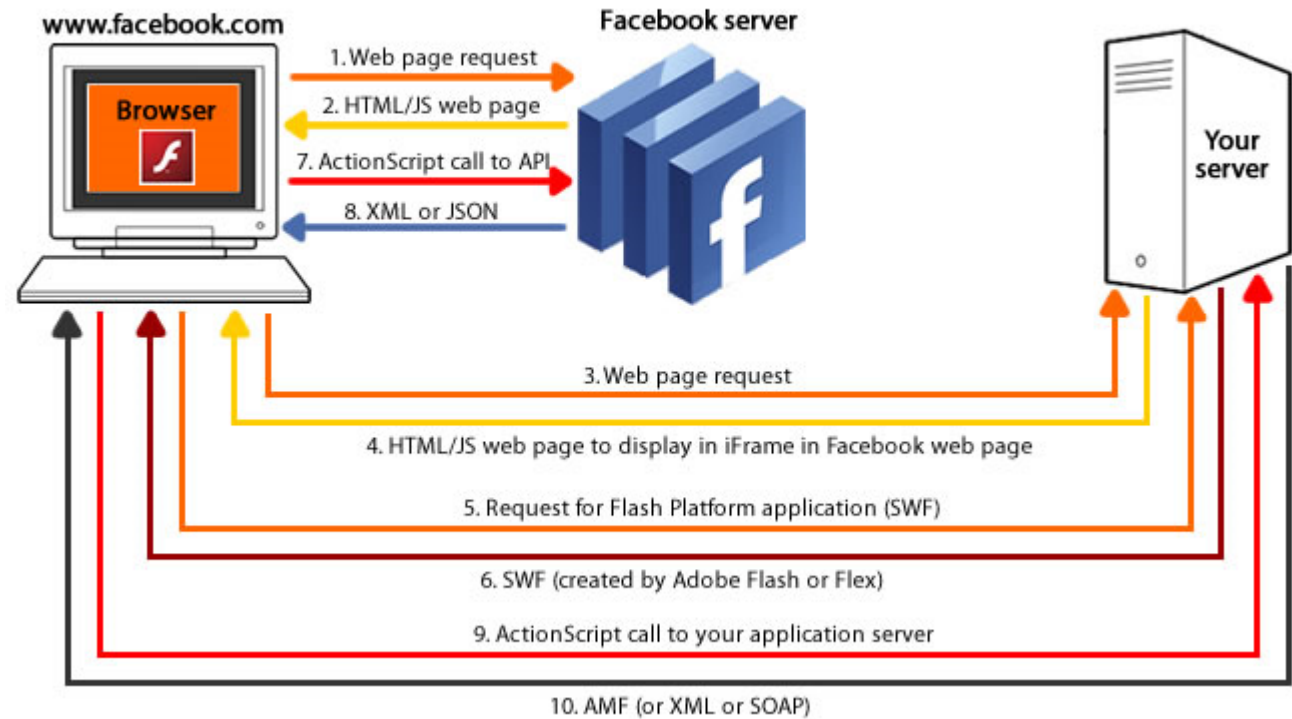
Domain Whois
Network Whois
System Services

Source: Visualware's Visual IP Trace 2009, <http://www.visualiptrace.com/index.html>

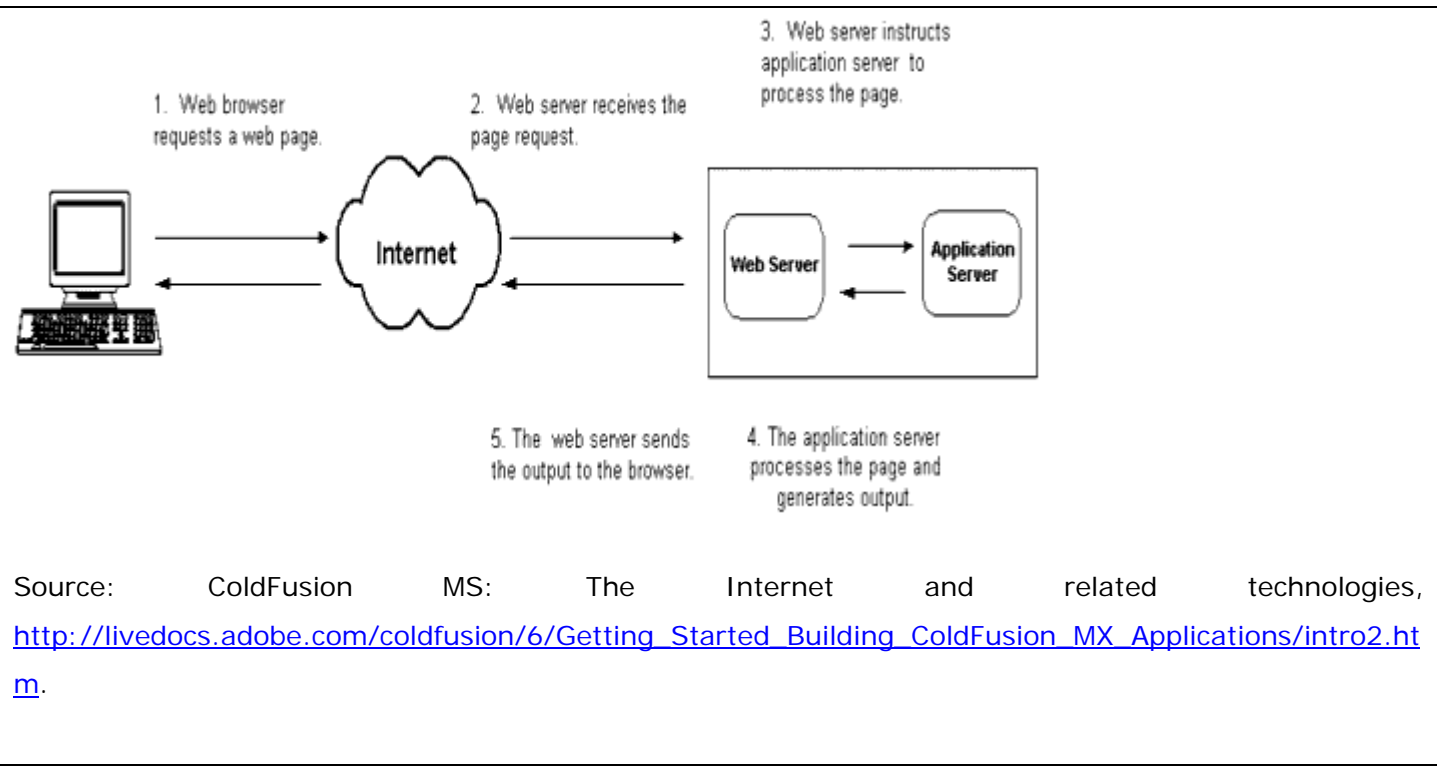


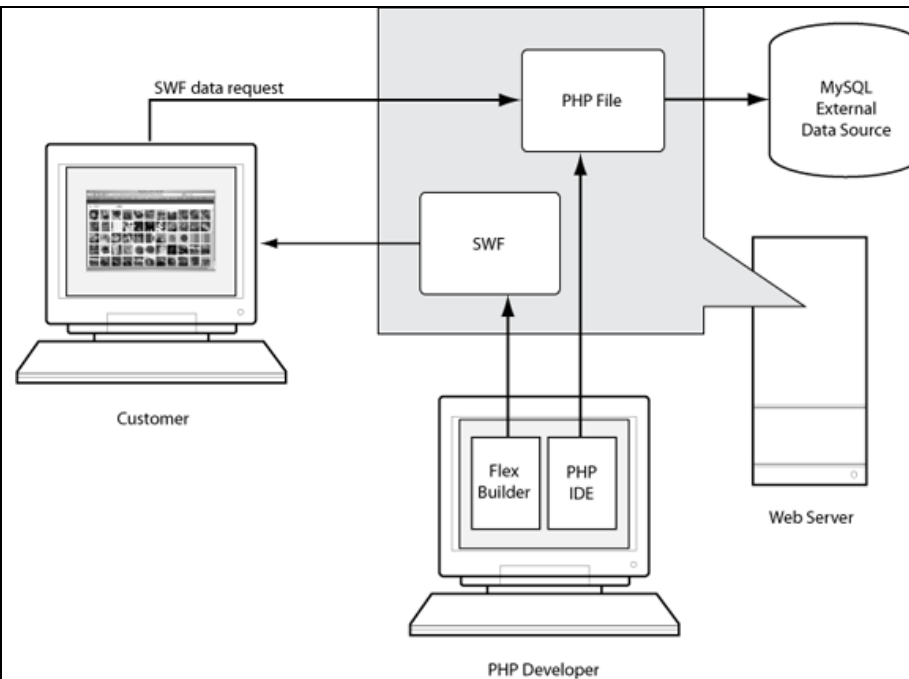
Source: Creating a video sharing web application using Flex, Flash Media Server, and Flash Media Encoding Server,
http://www.adobe.com/devnet/flashmediaserver/articles/video_sharing_web_app.html.

Architecture of a Flash iFrame Facebook application



Source: Understanding the architecture of applications built on the Facebook and Flash Platforms, http://www.adobe.com/devnet/facebook/articles/facebook_architecture_overview_04.html.





Source: Flex and PHP, <http://learn.adobe.com/wiki/display/Flex/Flex+and+PHP> (“PHP applications usually use HTML and JavaScript client-side technologies to render their user-interfaces. Since Flex is rendered in the browser and can integrate easily with PHP on the server-side, it is a perfect choice for more dynamic UI interfaces for PHP.”)

Citation 20a(12): Adobe Flash Platform Speeds Web Innovation Across Desktops and Devices, p. 3, available at <http://www.adobe.com/aboutadobe/pressroom/pressreleases/pdfs/200910/100509FlashPlatformUmbrella.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.”

Citation 20a(13): 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.”

Citation 20a(14): 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.

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.

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.”

Citation 20a(15): 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

		<p>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 style="padding-left: 40px;">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>
20b	<p>receive, over said network environment from said server, at least one file containing information to enable a browser application to display at least a portion of a distributed hypermedia</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) receive, over said network environment from said server, at least one file containing information to enable a browser application to display at least a portion of a distributed hypermedia document within a 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 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>

	document within a browser-controlled window;	In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).
20c	execute, at said client workstation, a browser application, with the browser application responding to text formats to initiate processing specified by the 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, with the browser application responding to text formats to initiate processing specified by the 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>
20d	displaying, on said client workstation, at least a portion of the document within the browser-controlled window;	<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) display, on said client workstation, at least a portion of the document within the 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 1c supra which is expressly incorporated</i></p>

		<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>
20e	<p>identifying an embed text format which corresponds to a first location in the document, where the embed text format specifies the location of at least a portion of an object external to the file, where the object has type information associated with it;</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) identify an embed text format which corresponds to a first location in the document, where the embed text format specifies the location of at least a portion of an object external to the file, where the object has type information associated with it. 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-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>
20f	<p>utilizing the type information to identify and locate an executable</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 type information to identify and locate an executable application external to the file. 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</p>

	<p>application external to the file; and</p>	<p>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>
<p>20g</p>	<p>automatically invoking the executable application, in response to the identifying of the embed text format, to execute on the client workstation in order to display the object and enable an end-user to directly interact with the object while the object is being displayed within 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) automatically invoke the executable application, in response to the identifying of the embed text format, to execute on the client workstation in order to display the object and enable an end-user to directly interact with the object while the object is being displayed within a display area created at the first location within the portion of the hypermedia document being displayed in the 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 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>

	display area created at the first location within the portion of the hypermedia document being displayed in the browser-controlled window.	
21	The method of claim 20 where: the information to enable comprises text formats.	<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 20 where the information to enable comprises 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 2 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>
22	<p>The method of claim 21 where: the text formats are HTML tags.</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

		<ul style="list-style-type: none"> • 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 21 where the text formats are HTML tags. 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 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>
23	The method of claim 20 where: the information contained in the file received comprises at least one embed text format.	<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

		<ul style="list-style-type: none"> • 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 20 where the information contained in the file received comprises at least one embed text format. 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 4 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>
24pre	A method for	In addition to the direct infringement of this claim shown in the flash-based infringement charts for

	<p>running an executable application in a computer network environment, wherein said network environment has at least one client workstation and one network server coupled to a network environment, the method comprising:</p>	<p>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 executable application in a computer network environment, wherein said network environment has at least one client workstation and one network server coupled to a 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 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-</i></p>
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		<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>
24a	<p>enabling an end-user to directly interact with an object by utilizing said executable application to interactively process said object while the object is being displayed within a display area created at a first location within a portion of a hypermedia document being displayed in a browser-controlled window, wherein said network environment is 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) enable an end-user to directly interact with an object by utilizing said executable application to interactively process said object while the object is being displayed within a display area created at a first location within a portion of a hypermedia document being displayed in a browser-controlled window, 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>

distributed
hypermedia
environment,

The screenshot shows the Adobe website for Flash Player. At the top, there are navigation links: 'Your account', 'Contact', 'United States (Change)', 'Solutions', 'Products', 'Support', 'Communities', 'Company', 'Downloads', and 'Store'. The main heading is 'Adobe Flash Player in action'. Below this is a video player showing a technical demonstration of a levels filter. A context menu is open over the video player, listing options: 'Zoom In', 'Zoom Out', 'Show All', 'Quality', 'Print...', 'Settings...', and 'About Adobe Flash Player 10...'. Below the video player is a bio for Antti Kupila, a quote, and a link to his work. On the right side, there is a sidebar with sections: '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).

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.

Source: Adobe Flash Player: Flash Player in Action, <http://www.adobe.com/products/flashplayer/action/>.

Adobe - Mozilla Firefox

File Edit View History Bookmarks Wired-Marker Tools Help

http://www.adobe.com/

Your account | Contact | United States (Change)

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News

Now available on Adobe Labs: Adobe AIR 2 beta and Flash Player 10.1 beta

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Introducing Photoshop.com Mobile for Android, the Google Mobile operating system

Adobe and Research In Motion sync up to enhance the BlackBerry experience

Adobe LiveCycle ES2 now available

Visit Adobe MAX Online to watch MAX 2009 sessions and keynotes on demand

Get ADOBE® READER®

Get ADOBE® AIR®

Get ADOBE® FLASH® PLAYER

Get ADOBE® SHOCKWAVE® PLAYER

Adobe Store

Acrobat 9 Pro Extended

Deliver the richest, most engaging PDF communications anytime, anywhere.

Adobe Store

Creative Suite 4 DESIGN PREMIUM

Deliver innovative ideas in print, web, and mobile design.

Done

Source: Adobe, <http://www.adobe.com/>.

```
<script type="text/javascript">
...
"fma1" : [ {
...
SWFURI:
"http://www.images.adobe.com/www.adobe.com/homepage/en_us/fma_rotation/fma1/a9_fma.swf
",
...
      ID:          "home-fma",
      WIDTH:       "1000",
      HEIGHT:      "300",
...
<div id="home-fma">
  <a href="/go/DNOWM"></a>
</div>
<script type="text/javascript">
...
    var props = new Object();
        props.swf = FMA.SWFURI;
        props.id = SWF.ID;
        props.w = SWF.WIDTH;
        props.h = SWF.HEIGHT;
...
    var swfo = new SWFObject( props );
    swfo.addParam("allowScriptAccess", "always");
...
</script>
```

Source: Line 69 - 467, Source code, HTML Document of webpage at URL <http://www.adobe.com/>



Source: Adobe, <http://www.adobe.com/>.

Citation 24a(5): Flash User's Guide, p. 148. "Flash lets you bring those still images together and incorporate them into interactive Internet content."

Citation 24a(6): 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."

Citation 24a(7): Flash User's Guide, p. 381. "The ActionScript scripting language lets you add complex interactivity, playback control, and data display to your application."

Citation 24a(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."

Citation 24a(9): 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."

Citation 24a(10): 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 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."

Citation 24a(11): 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"

Citation 24a(12): Flash User's Guide, p. 301. "Flash Video offers technological and creative benefits

		<p>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 24a(13): 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</p> <p>Value</p> <p>Window Opaque Transparent</p> <p>. . .</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> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
24b	<p>wherein said client workstation receives, over said network environment from said server, at least one file containing</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 client workstation receives, over said network environment from said server, at least one file containing information to enable said browser application to display, on said client workstation, at least said portion of said distributed hypermedia document within said browser-controlled window, wherein said executable application is external to said file. 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</p>

	<p>information to enable said browser application to display, on said client workstation, at least said portion of said distributed hypermedia document within said browser-controlled window, wherein said executable application is external to said file,</p>	<p>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>
<p>24c</p>	<p>wherein said client workstation executes the browser application, with the browser application responding to text formats to initiate processing specified</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 client workstation executes the browser application, with the browser application responding to text formats to initiate processing specified by the 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-</i></p>

	by the text formats,	<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>
24d	wherein at least said portion of the document is displayed within the browser-controlled window,	<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 portion of the document is displayed within the 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 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>
24e	wherein an embed text format which corresponds to said first location in the document is identified by the browser, wherein	<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 an embed text format which corresponds to said first location in the document is identified by the browser, wherein the embed text format specifies the location of at least a portion of said object external to the file, wherein the object has type information associated with it. 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>the embed text format specifies the location of at least a portion of said object external to the file, wherein the object has type information associated with it,</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>
24f	<p>wherein the type information is utilized by the browser to identify and locate said executable 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) operate in an environment where the type information is utilized by the browser to identify and locate said executable 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 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>
24g	<p>and wherein the executable</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</p>

	<p>application is automatically invoked by the browser, in response to the identifying of the embed text format.</p>	<p>executable application is automatically invoked by the browser, in response to the identifying of the embed text format. 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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The screenshot shows the Adobe website for Flash Player. The main heading is "Adobe Flash Player in action". Below it is a video player showing a technical demonstration. A context menu is open over the video player, listing options: Zoom In, Zoom Out, Show All (checked), Quality, Print..., Settings..., and About Adobe Flash Player 10... To the right of the video player is a sidebar with a quote from Antti Kupila, a Creative Developer. 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." Below the quote is a "LINKS" section with the URL <http://www.anttikupila.com/flash/pixel-bender-levels>. On the far right, there is a "NEXT STEPS" section with links for "Download Flash Player 10 now" and "Get support", followed by "PART OF THE ADOBE FLASH PLATFORM" and "FLASH PLAYER HOME" sections with various links like "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).

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.

Source: Adobe Flash Player: Flash Player in Action, <http://www.adobe.com/products/flashplayer/action/>.
See *also* the source for this page, which includes the following code:

```
<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"></s
cript>
```

Citation 24g(2): The code for the "swobject.js" is available at the above-identified URL. It provides, in-part:

```
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') +' "';
```

Source: <http://wwwimages.adobe.com/www.adobe.com/ubi/template/identity/lib/swfobject.js>



Source: Adobe, <http://www.adobe.com/>.

Citation 24g(4): 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,

		<p>http://www.adobe.com/products/flashplayer/.</p> <p>Citation 24g(5): 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 24g(6): 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> <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>
25	<p>The method of claim 24 where: the information to enable comprises text formats.</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

		<ul style="list-style-type: none"> • 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 24 where the information to enable comprises 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 2 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>
26	The method of claim 25 where: the text formats are HTML	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

	tags.	<p>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 25 where the text formats are HTML tags. 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 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</p>
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		(through contributory and/or induced infringement).
<p>27</p>	<p>The method of claim 24 where: the information contained in the file received comprises at least one embed text format.</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 24 where the information contained in the file received comprises at least one embed text format. 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 4 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>28pre</p>	<p>One or more computer readable media encoded with software comprising an executable application for use in a system having at least one client workstation and one network server coupled to a network environment, operable to:</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 exist on one or more computer readable media (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Flash authoring tools, the hard-disk/volatile memory of the server from which the Flash authoring tools are hosted, etc.). The computer readable media is encoded with software comprising an executable application for use in a system having at least one client workstation and one network server coupled to a network environment.</p> <p><i>See the evidence and information cited for claim element 16pre 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>
28a	cause the client workstation to display an object and enable an end-	The Adobe Flash authoring tools exist on one or more computer readable media (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Flash authoring tools, the hard-disk/volatile memory of the server from which the Flash authoring tools are hosted, etc.). The computer readable media is encoded with software to cause the client workstation to display an object and enable an end-

	<p>user to directly interact with said object while the object is being displayed within a display area created at a first location within a portion of a hypermedia document being displayed in a browser-controlled window, wherein said network environment is a distributed hypermedia environment,</p>	<p>user to directly interact with said object while the object is being displayed within a display area created at a first location within a portion of a hypermedia document being displayed in a browser-controlled window, wherein said network environment is a distributed hypermedia environment.</p> <p><i>See the evidence and information cited for claim element 24a 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>28b</p>	<p>wherein said client workstation receives, over said network environment from said server, at least one file containing</p>	<p>The Adobe Flash authoring tools exist on one or more computer readable media (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Flash authoring tools, the hard-disk/volatile memory of the server from which the Flash authoring tools are hosted, etc.). The computer readable media is encoded with software, wherein said client workstation receives, over said network environment from said server, at least one file containing information to enable said browser application to display, on said client workstation, at least said portion of said distributed hypermedia document within said browser-controlled window, wherein said executable application is external to said file.</p>

	<p>information to enable said browser application to display, on said client workstation, at least said portion of said distributed hypermedia document within said browser-controlled window, wherein said executable application is external to said file,</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>
<p>28c</p>	<p>wherein said client workstation executes said browser application, with the browser application responding to text formats to initiate processing specified</p>	<p>The Adobe Flash authoring tools exist on one or more computer readable media (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Flash authoring tools, the hard-disk/volatile memory of the server from which the Flash authoring tools are hosted, etc.). The computer readable media is encoded with software, wherein said client workstation executes said browser application, with the browser application responding to text formats to initiate processing specified by the 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>

	by the text formats,	In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).
28d	wherein at least said portion of the document is displayed within the browser-controlled window,	<p>The Adobe Flash authoring tools exist on one or more computer readable media (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Flash authoring tools, the hard-disk/volatile memory of the server from which the Flash authoring tools are hosted, etc.). The computer readable media is encoded with software, wherein at least said portion of the document is displayed within the browser-controlled window.</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>
28e	wherein an embed text format which corresponds to said first location in the document is identified by the browser, wherein the embed text	The Adobe Flash authoring tools exist on one or more computer readable media (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Flash authoring tools, the hard-disk/volatile memory of the server from which the Flash authoring tools are hosted, etc.). The computer readable media is encoded with software, wherein an embed text format which corresponds to said first location in the document is identified by the browser, wherein the embed text format specifies the location of at least a portion of said object external to the file, wherein the object has type information associated with it.

	format specifies the location of at least a portion of said object external to the file, wherein the object has type information associated with it,	<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>
28f	wherein the type information is utilized by the browser to identify and locate said executable application,	<p>The Adobe Flash authoring tools exist on one or more computer readable media (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Flash authoring tools, the hard-disk/volatile memory of the server from which the Flash authoring tools are hosted, etc.). The computer readable media is encoded with software, wherein the type information is utilized by the browser to identify and locate said executable application.</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>
28g	and wherein the executable application is	<p>The Adobe Flash authoring tools exist on one or more computer readable media (such as a DVD/CD-ROM, the hard-disk/volatile memory of the user of the Flash authoring tools, the hard-disk/volatile memory of the server from which the Flash authoring tools are hosted, etc.). The computer readable</p>

	<p>automatically invoked by the browser, in response to the identifying of the embed text format.</p>	<p>media is encoded with software, wherein the executable application is automatically invoked by the browser, in response to the identifying of the embed text format.</p> <p><i>See the evidence and information cited for claim element 24g 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>29</p>	<p>The method of claim 28 where: the information to enable comprises text formats.</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 28 where the information to enable comprises 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 2 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>30</p>	<p>The method of claim 29 where: the text formats are HTML tags.</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

		<ul style="list-style-type: none"> • 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 29 where the text formats are HTML tags. 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 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>
31	The method of claim 28 where: the information contained in the file received comprises	<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

	<p>at least one embed text format.</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 28 where the information contained in the file received comprises at least one embed text format. 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 4 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>
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32pre	A method for serving digital information in a computer network environment, said method 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) serve digital information 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 claim element 1pre supra which is expressly incorporated</i></p>

		<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>
32a	<p>communicating via a network server with at least one client workstation over said computer network environment in order to cause said client workstation to:</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) communicate via a network server with at least one client workstation over said 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 claim element 20a 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>
32b	<p>receive at said client workstation, over said computer network environment from said server, at least</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) receive at said client workstation, over said computer network environment from said server, at least one file containing information to enable a browser application to display, on said client workstation, at least a portion of a distributed hypermedia document within a 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</p>

	<p>one file containing information to enable a browser application to display, on said client workstation, at least a portion of a distributed hypermedia document within a browser-controlled window;</p>	<p>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>
<p>32c</p>	<p>utilize an executable application external to said file to enable an end-user to directly interact with an object while the object is being displayed within a display area created at a first location within the portion of the distributed</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 an executable application external to said file to enable an end-user to directly interact with an object while the object is being displayed within a display area created at a first location within the portion of the distributed hypermedia document being displayed in the browser-controlled window, with said network server coupled to said computer network environment, wherein said computer network environment has at least said client workstation and said network server coupled to the computer network environment, wherein said computer 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 24a supra which is expressly incorporated</i></p>

	<p>hypermedia document being displayed in the browser-controlled window, with said network server coupled to said computer network environment, wherein said computer network environment has at least said client workstation and said network server coupled to the computer network environment, wherein said computer network environment is a distributed hypermedia environment,</p>	<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>
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32d	<p>wherein said client workstation executes the browser application, with the browser application responding to text formats to initiate processing specified by the 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) operate in an environment where said client workstation executes the browser application, with the browser application responding to text formats to initiate processing specified by the 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 elements 1b supra which are 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>
32e	<p>wherein at least said portion of the document is displayed within the browser-controlled window,</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 at least said portion of the document is displayed within the 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 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>

		In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).
32f	wherein an embed text format which corresponds to said first location in the document is identified by the browser, wherein the embed text format specifies the location of at least a portion of said object external to the file, wherein the object has type information associated with it,	<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 an embed text format which corresponds to said first location in the document is identified by the browser, wherein the embed text format specifies the location of at least a portion of said object external to the file, wherein the object has type information associated with it. 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-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>
32g	wherein the type information is utilized by the browser to identify and locate said	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 type information is utilized by the browser to identify and locate said executable 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

	executable application,	<p>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>
32h	and wherein the executable application is automatically invoked by the browser, in response to the identifying of the embed text format.	<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 executable application is automatically invoked by the browser, in response to the identifying of the embed text format. 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 24g 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>
33	The method of claim 32 where: the	<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</p>

	<p>information to enable comprises text formats.</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, 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 32 where the information to enable comprises 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 2 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>
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		<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>34</p>	<p>The method of claim 33 where: the text formats are HTML tags.</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 33 where the text formats are HTML tags. 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 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>
<p>35</p>	<p>The method of claim 32 where: the information contained in the file received comprises at least one embed text format.</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 32 where the information contained in the file received comprises at least one embed text format. 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 4 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>
36pre	<p>A method for running an application program in a distributed hypermedia network environment, wherein the distributed hypermedia network environment comprises at least</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

	<p>one client workstation and one remote network server coupled to the distributed hypermedia network environment, the method comprising:</p>	<ul style="list-style-type: none"> • 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 a method for running an application program in a distributed hypermedia network environment, wherein the distributed hypermedia network environment comprises at least one client workstation and one remote network server coupled to the distributed hypermedia 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 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>
36a	<p>receiving, at the client workstation from the network server over the</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) receive at the client workstation from the network server over the distributed hypermedia network environment, at least one file containing information to enable a browser application to display at least a portion of a distributed hypermedia</p>

	<p>distributed hypermedia network environment, at least one file containing information to enable a browser application to display at least a portion of a distributed hypermedia document within a browser-controlled window;</p>	<p>document within a 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 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>
<p>36b</p>	<p>executing the browser application on the client workstation, with the browser application: responding to text formats to initiate processing specified</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 the browser application on the client workstation, with the browser application responding to text formats to initiate processing specified by the 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-</i></p>

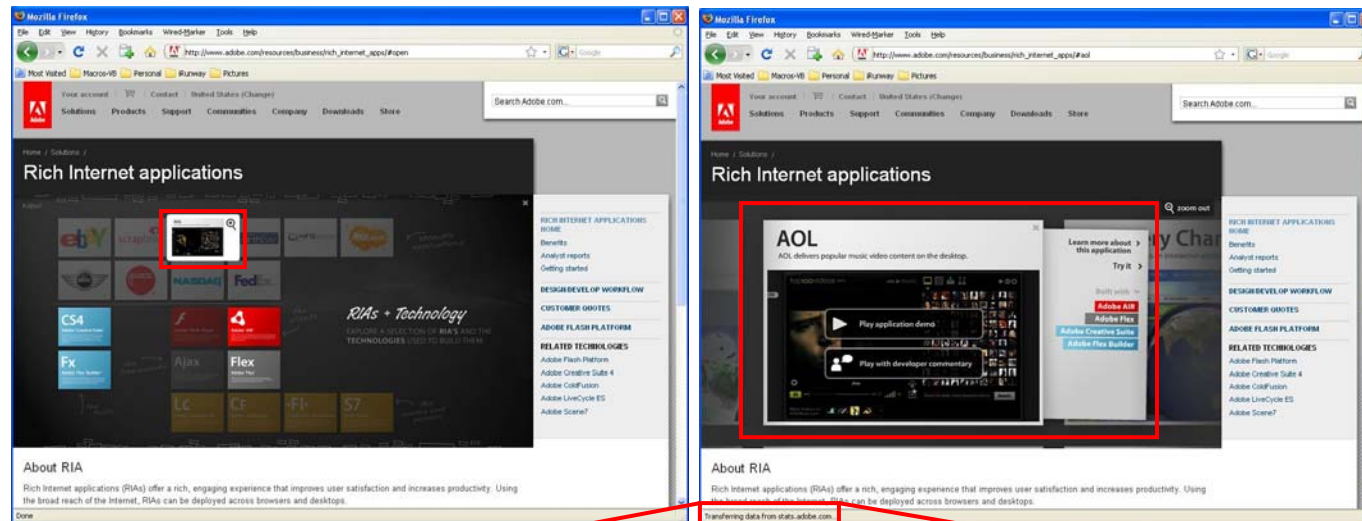
	by the text formats;	<p><i>based infringement charts for the other defendants) for this claim element.</i></p> <p>In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).</p>
36c	displaying at least a portion of the document within the browser-controlled window;	<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) display at least a portion of the document within the 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 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>
36d	identifying an embed text format which corresponds to a first location in the document, where the embed text format specifies	<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) identify an embed text format which corresponds to a first location in the document, where the embed text format specifies the location of at least a portion of an 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>the location of at least a portion of an object;</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>
<p>36e</p>	<p>identifying and locating an executable application associated with the object; 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) identify and locate an executable application associated with the 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 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>

<p>36f</p>	<p>automatically invoking the executable application, in response to the identifying of the embed text format, in order to enable an end-user to directly interact with the object, while the object is being displayed within a display area created at the first location within the portion of the hypermedia document being displayed in the browser-controlled window,</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) automatically invoke the executable application, in response to the identifying of the embed text format, in order to enable an end-user to directly interact with the object, while the object is being displayed within a display area created at the first location within the portion of the hypermedia document being displayed in the 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 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>
<p>36g</p>	<p>wherein the executable application is part 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 the executable application is part of a distributed application, and at least a portion of the distributed</p>

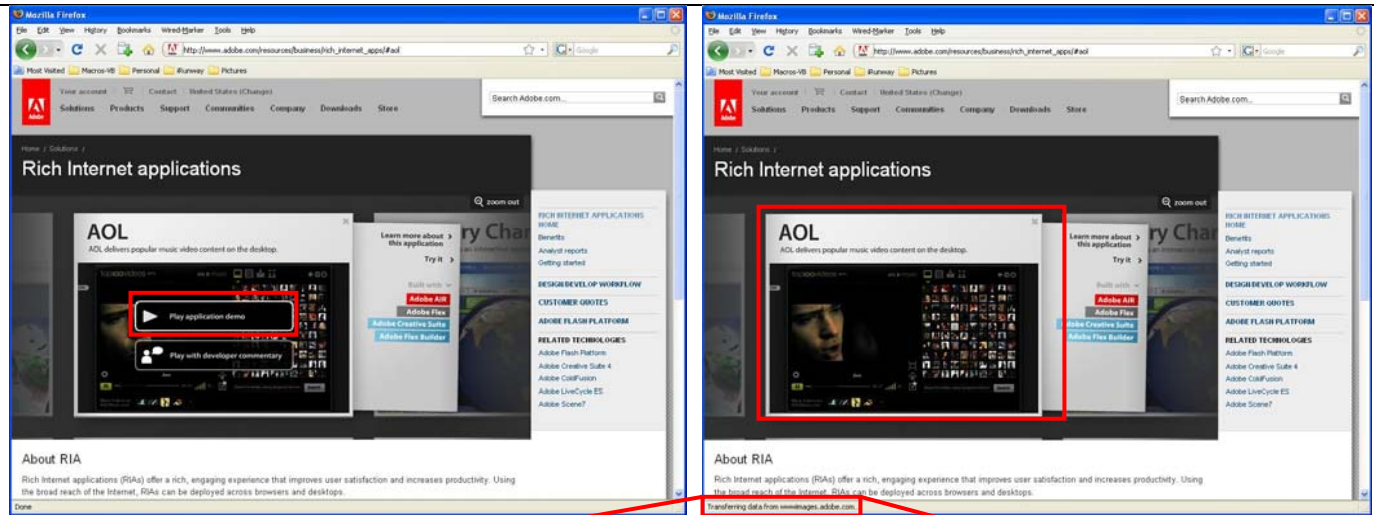
a distributed application, and wherein at least a portion of the distributed application is for execution on a remote network server coupled to the distributed hypermedia network environment.

application is for execution on a remote network server coupled to the distributed hypermedia 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.



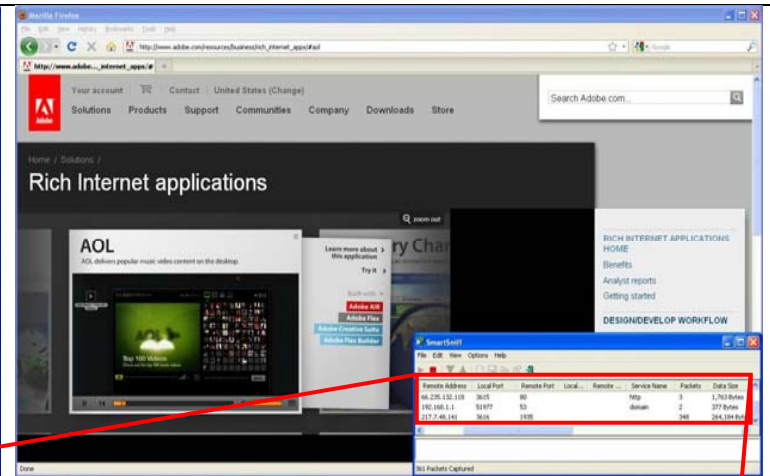
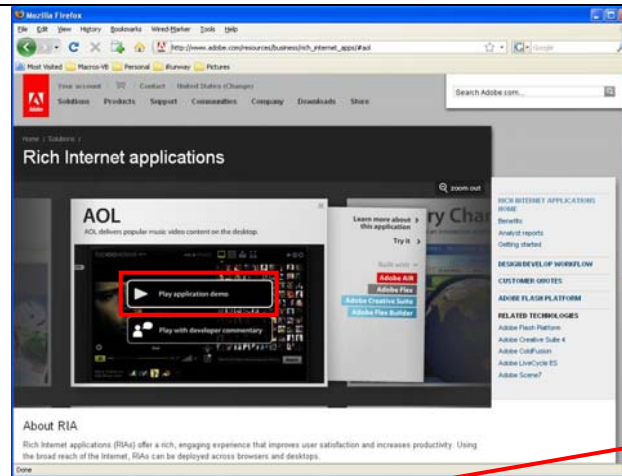
Transferring data from stats.adobe.com...

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



Transferring data from wwwimages.adobe.com...

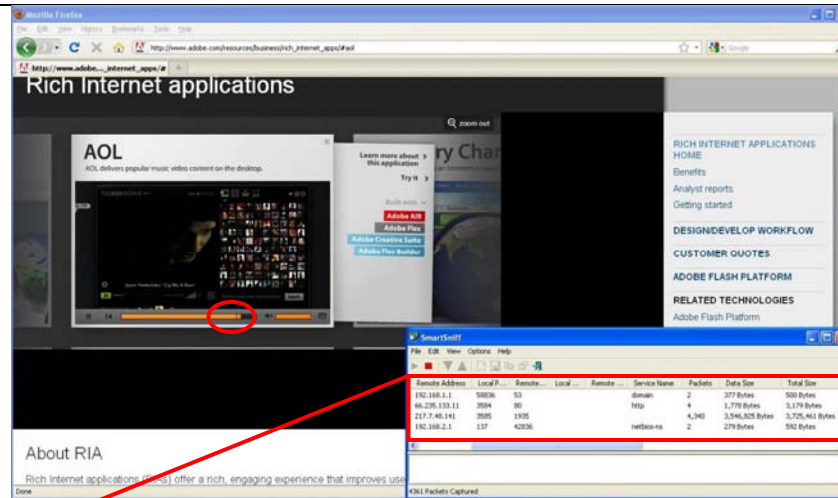
Source: Adobe - Rich Internet applications,
http://www.adobe.com/resources/business/rich_internet_apps/#aol.



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

Source:

- 1) Adobe - Rich Internet applications, 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 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

Source:

- 1) Adobe - Rich Internet applications, 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.

Citation 36g(5): Programming Adobe Actionscript 3.0, p. 595, available at http://help.adobe.com/en_US/ActionScript/3.0_ProgrammingAS3/flash_as3_programming.pdf. "This chapter explains how to enable your SWF file to communicate with external files and other Adobe Flash

		<p>Player and Adobe AIR instances. It also explains how to load data from external sources, send messages between a Java server and Flash Player, and perform file uploads and downloads using the FileReference and FileReferenceList classes.”</p> <p>Citation 36g(6): Client-server script interdependence, http://livedocs.adobe.com/fms/2/docs/wwhelp/wwhimpl/js/html/wwhelp.htm?href=00000107.html (describing interdependence between client-side ActionScript and server-side ActionScript in flash applications with regard to application development in Flash Media Server).</p> <p>Citation 36g(7): Video Learning Guide for Flash: Progressive and streaming video, http://www.adobe.com/devnet/flash/learning_guide/video/part02.html (Describing server-side ActionScript which provides additional functionality, such as, synchronization of streams, server-side playlists, and smart delivery adjusted to client connection speed for flash objects.).</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>
37	The method of claim 36 where: the information to enable comprises	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:

	text formats.	<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 36 where the information to enable comprises 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 2 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>
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<p>38</p>	<p>The method of claim 37 where: the text formats are HTML tags.</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 37 where the text formats are HTML tags. 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 3 supra which is expressly incorporated herein. See</i></p>

		<p><i>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>39</p>	<p>The method of claim 36 where: the information contained in the file received comprises at least one embed text format.</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</p>

		<p>36 where the information contained in the file received comprises at least one embed text format. 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 4 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>40pre</p>	<p>A method of serving digital information in a computer network environment having a network server coupled to said computer network environment, and where the network environment is a distributed hypermedia network environment, the</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

	<p>method comprising:</p>	<ul style="list-style-type: none"> • 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 a method of serving digital information in a computer network environment having a network server coupled to said computer network environment, and where the network environment is a distributed hypermedia 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 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>
40a	<p>communicating via the network server with at least one remote client workstation over said computer</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) communicate via the network server with at least one remote client workstation over said computer network environment in order to cause 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>network environment in order to cause said client workstation to:</p>	<p><i>See the evidence and information cited for claim element 20a 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>40b</p>	<p>receive, over said computer network environment from the network server, at least one file containing information to enable a browser application to display at least a portion of a distributed hypermedia document within a browser-controlled window;</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) receive, over said computer network environment from the network server, at least one file containing information to enable a browser application to display at least a portion of a distributed hypermedia document within a 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 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>

40c	execute, at said client workstation, a browser application, with the browser application responding to text formats to initiate processing specified by the 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, with the browser application responding to text formats to initiate processing specified by the 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>
40d	displaying, on said client workstation, at least a portion of the document within the browser-controlled window;	<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) display, on said client workstation, at least a portion of the document within the 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 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</p>

		(through contributory and/or induced infringement).
40e	identifying an embed text format which corresponds to a first location in the document, where the embed text format specifies the location of at least a portion of an 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) identify an embed text format which corresponds to a first location in the document, where the embed text format specifies the location of at least a portion of an 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 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>
40f	identifying and locating an executable application associated with the object; and	<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) identify and locate an executable application associated with the 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 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>
<p>40g</p>	<p>automatically invoking the executable application, in response to the identifying of the embed text format, in order to enable an end-user to directly interact with the object while the object is being displayed within a display area created at the first location within the portion of the hypermedia document being displayed in the browser-controlled window,</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) automatically invoke the executable application, in response to the identifying of the embed text format, in order to enable an end-user to directly interact with the object while the object is being displayed within a display area created at the first location within the portion of the hypermedia document being displayed in the 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 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>

40h	<p>wherein the executable application is part of a distributed application, and wherein at least a portion of the distributed application is for execution on 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) operate in an environment where the executable application is part of a distributed application, and at least a portion of the distributed application is for execution on 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 claim element 36g 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>
41	<p>The method of claim 40 where: the information to enable comprises text formats.</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

		<ul style="list-style-type: none"> • 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 40 where the information to enable comprises 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 2 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>
42	The method of claim 41 where: the text formats are HTML tags.	<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

and any other tools used to create flash or similar content.

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 41 where the text formats are HTML tags. 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.

See the evidence and information cited for claim 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.

In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).

<p>43</p>	<p>The method of claim 40 where: the information contained in the file received comprises at least one embed text format.</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 40 where the information contained in the file received comprises at least one embed text format. 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 4 supra which is expressly incorporated herein. See</i></p>
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		<p><i>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>44pre</p>	<p>A method for serving digital information in a computer network environment, said method 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> <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) serve digital information in a</p>

		<p>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 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>
44a	communicating via a network server with at least a remote client workstation over the computer network environment in order to	<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) communicate via a network server with at least a remote client workstation over the 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 claim element 20a 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>
44b	receive commands	<p>Users of Adobe Flash authoring tools, the Flash authoring tools themselves and/or the servers hosting</p>

	<p>from the client workstation, with the network server coupled to said computer network environment, wherein said computer network environment has at least said client workstation and said network server coupled to the computer network environment, wherein the computer network environment is a distributed hypermedia environment,</p>	<p>the Flash authoring tools (and/or the combination thereof) receive commands from the client workstation, with the network server coupled to said computer network environment, wherein said computer network environment has at least said client workstation and said network server coupled to the computer network environment, wherein the computer 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 14a 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>44c</p>	<p>wherein the client workstation receives, over the</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 client workstation receives, over the computer network environment from the server, at least one file</p>

	<p>computer network environment from the server, at least one file containing information to enable a browser application to display, on the client workstation, at least a portion of a distributed hypermedia document within a browser-controlled window,</p>	<p>containing information to enable a browser application to display, on the client workstation, at least a portion of a distributed hypermedia document within a 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 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>
<p>44d</p>	<p>wherein the client workstation executes the browser application, with the browser application responding to text formats to initiate processing specified by the 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) operate in an environment where the client workstation executes the browser application, with the browser application responding to text formats to initiate processing specified by the 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>

		In addition, as set forth above, the Adobe players also infringe this element directly and indirectly (through contributory and/or induced infringement).
44e	wherein at least said portion of the document is displayed within the browser-controlled window,	<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 at least said portion of the document is displayed within the 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 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>
44f	wherein an embed text format which corresponds to a first location in the document is identified by the browser, wherein	<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 an embed text format which corresponds to a first location in the document is identified by the browser, wherein the embed text format specifies the location of at least a portion of an 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>the embed text format specifies the location of at least a portion of an object,</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>
<p>44g</p>	<p>wherein an executable application associated with the object is identified and located by the browser, wherein the executable application is automatically invoked by the browser, in response to the identifying of the embed text format, to enable an end-user to directly</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 an executable application associated with the object is identified and located by the browser, wherein the executable application is automatically invoked by the browser, in response to the identifying of the embed text format, to enable an end-user to directly interact with the object while the object is being displayed within a display area created at the first location within the portion of the hypermedia document being displayed in the 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 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>

	<p>interact with the object while the object is being displayed within a display area created at the first location within the portion of the hypermedia document being displayed in the browser-controlled window,</p>	
<p>44h</p>	<p>wherein the executable application is part of a distributed application, and wherein at least a portion of the distributed application is for execution on 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) operate in an environment where the executable application is part of a distributed application, and wherein at least a portion of the distributed application is for execution on 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 claim element 36g 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>

44i	executing one or more instructions in response to the 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 one or more instructions in response to the 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 claim element 14b 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>
44j	sending information to the client workstation in response to the executed instructions, to allow processing of the information at the client workstation to enable said end-	<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 to the client workstation in response to the executed instructions, to allow processing of the information at the client workstation to enable said end-user to directly interact with 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 elements 14c and 14d 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>user to directly interact with said object.</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>45</p>	<p>The method of claim 44 where: the information to enable comprises text formats.</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 44 where the information to enable comprises text formats. In addition, Adobe provides the infrastructure (e.g. the authoring tools/servers), in addition to instructions to users, and causes them to</p>

		<p>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 2 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>46</p>	<p>The method of claim 45 where: the text formats are HTML tags.</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 45 where the text formats are HTML tags. 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 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>
<p>47</p>	<p>The method of claim 44 where: the information contained in the file received comprises at least one embed text format.</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

		<ul style="list-style-type: none">• 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 44 where the information contained in the file received comprises at least one embed text format. 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 4 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>
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